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ABSTRACT

This manual provides librarians with suggestions and patterns for decorations, promotion, resources (print, nonprint, and human), and activities and events for a community cooperative program providing library services to children during the summertime. Several ways in which the theme, Merlin's Midsummer Magic could be developed are suggested; e.g., emphasis on magic and fantasy, the magic of the world around us, or the world of King Arthur, with knights, castles and dragons. Included are ideas for a kickoff event, registration of participants, magic tricks, and children's games. A program materials ordering form and an evaluation form are provided, and resource listings give information about available performing artists and groups, realia, craft and construction aids, films, sound recordings, and theme bibliographies of children's books prepared by contributors and the Cooperative Children's Book Center. Administrative information includes a roster of planning committee members and contributors, the geographic distribution of committee members, the program announcement, a message from the coordinator, a fifth year progress report, and comparative materials purchase statistics.
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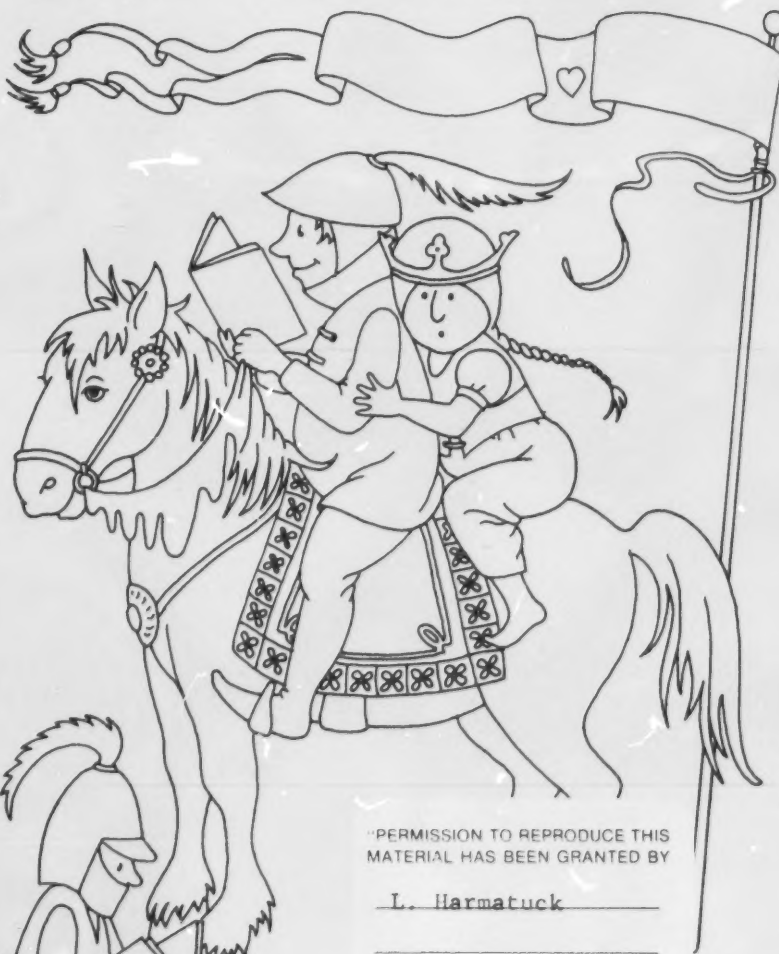
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Wisconsin Summer Library 1981 Program Manual



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Merlin's Mid-Summer Magic

WISCONSIN SUMMER LIBRARY PROGRAM
Division for Library Services

WISCONSIN DEPARTMENT OF PUBLIC INSTRUCTION
Barbara Thompson, Ph.D., State Superintendent

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WISCONSIN DEPARTMENT OF PUBLIC INSTRUCTION
DR. BARBARA THOMPSON, STATE SUPERINTENDENT

DIVISION FOR LIBRARY SERVICES
LYLE EBERHART, ADMINISTRATOR

COMPILED BY THE
BUREAU OF PUBLIC AND COOPERATIVE LIBRARY SERVICES
(USING CONTRIBUTIONS FROM WISCONSIN LIBRARIANS WHO SERVE CHILDREN)

LORNA BALIAN, COVER DESIGN
HELEN KREIGH, COMPILATION
ROBERTA MOORE, LAYOUT AND TYPING

\$2.25

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1981 WISCONSIN SUMMER LIBRARY PROGRAM MANUAL

THEME: "MERLIN'S MIDSUMMER MAGIC"

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State of Wisconsin

DEPARTMENT OF PUBLIC INSTRUCTION

Barbara Thompson, Ph.D.
State Superintendent

Dwight M. Stevens, Ph.D.
Deputy State Superintendent

Spring, 1981

DIVISION FOR LIBRARY SERVICES
W. Lyle Eberhart, Assistant Superintendent
125 S. Webster Street
Madison, Wisconsin 53702

Dear Colleague:

This will be the sixth summer since the Division began coordinating a statewide Summer Library Program for Wisconsin--as many of you remember, the responsibility was bequeathed to us by CLIP (Cooperative Library Information Program).

My pride in the achievements of librarians who serve children in this State continues to deepen and never more so than each December when I compile, organize, and edit this Manual using their contributions based on a theme selected by the current Summer Library Program Planning Committee. See pages 4-6 for the 1981 roster.

This year we are also especially beholden to LORNA BALIAN who designed the SLP materials as a gift to the children of Wisconsin; to LESLIE EDMONDS and DEBRA DYCE PARK, members of the Children's Section of the Illinois Library Association, who participated in our planning; to GAIL PACHUCKI, Children's Librarian, Waterford Public Library, who, with an assist from SAUL AMDURSKY, Director, Racine County Federated Library System, and many, many volunteers, instigated, planned, and carried out a statewide, theme-oriented kickoff event in Settlers Park, Union Grove, to mark the beginning of MERLIN'S MIDSUMMER MAGIC in 1981; and to GINNY KRUSE, CCBC Librarian, and ELLEN RYAN of the Cooperative Children's Book Center staff for its usual indispensable backup.

So, once more, let it be a summer to de-emphasize competition without losing sight of the fact that all human beings respond to praise and recognition for honest achievement; to cooperate with local schools and all other community agencies possible in behalf of our children; to interpret the theme as broadly as its meaning can stretch; to value listening to and viewing books as well as reading them; and, most of all, to make sure the library in summer is one place where no one is left out except by personal preference.

Excalibur!

Helen K.

Helen Kreigh, DPI/DLS Public Library
Consultant
Children's and Young Adult Services
125 S. Webster (4th Floor, GEF 3)
Madison, WI 53702 (608) 266-3856

Bureau of
Public and Cooperative Library Services
125 S. Webster Street
Madison, Wisconsin 53702
(608) 266-7270

Bureau of
Instructional Media Programs
125 S. Webster Street
Madison, Wisconsin 53702
(608) 266-1966

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Madison, Wisconsin 53718
(TWX 910-286-2768)
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DEPARTMENT OF PUBLIC INSTRUCTION

Barbara Thompson, Ph.D.
State Superintendent

Dwight M. Stevens, Ph.D.
Deputy State Superintendent

DIVISION FOR LIBRARY SERVICES
W. Lyle Eberhart, Assistant Superintendent
125 S. Webster Street
Madison, Wisconsin 53702

1981 WISCONSIN SUMMER LIBRARY PROGRAM PLANNING COMMITTEE OFFICIAL ROSTER

SUMMER LIBRARY PROGRAM COORDINATORS

JACKSON, JERRY - Department of Public Instruction, Division for Management Services, 21 Plaza Level, GEF 3, 125 S. Webster Street, Madison, WI 53702 (608) 267-9278

KREIGH, HELEN - Department of Public Instruction, Division for Library Services, 835 Fourth Floor, GEF 3, 125 S. Webster Street, Madison, WI 53702 (608) 266-3856

MEMBERS

- + *** ADAMS, MARY - La Crosse County Library, Courthouse 400 N. Fourth, La Crosse, WI 54601 (715) 785-9638
- + ** AIROLDI, JOAN D. - P.O. Box 440, Ashland, WI 54806 (715) 682-8027 (Northwest Wisconsin Library System)
- + * ALBRECHT, LOIS - Carnegie Library, Post Office Box 719, Broad Street, Bayfield, WI 54814 (715) 779-3953
- * ** ALF, MARGARET L. - Janesville Public Library, 316 S. Main Street, Janesville, WI 53545 (608) 752-8934 (Arrowhead Library System)
- * BEINING, ELLEN - Berlin Public Library, 121 W. Park Avenue, Berlin, WI 54923 (414) 361-2650
- + ** BLAND, RODNEY - 515 Pine Street, Green Bay, WI 54301 (414) 497-3443 (Nicolet Federated Library System)
- * BRITTEN, DOREEN - T. B. Scott Free Library, W. First Street, Merrill, WI 54452 (715) 536-7191
- * BUCHHOLZ, CYNTHIA - Waushara-Green Lake Cooperative Library Service, 121 W. Park Avenue, Berlin, WI 54923 (414) 361-1916
- + * CHARLES, SHARON - Platteville Public Library, 65 S. Elm Street, Platteville, WI 53818 (608) 348-7441
- ** CLARK, ANN - Monona Public Library - 1000 Nichols Road, Monona, WI 53716 (608) 222-6127 (South Central Library System)

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125 S. Webster Street
Madison, Wisconsin 53702
(608) 266-7270

Bureau of
Instructional Media Programs
125 S. Webster Street
Madison, Wisconsin 53702
(608) 266-1985

Bureau of
Reference and Loan Services
2109 S. Stoughton Road
Madison, Wisconsin 53716
(TWX 910-286-2766)
(608) 266-1053

- ** COTHROLL, VICKI - Sheboygan Falls Memorial Library, 330 Buffalo Street,
Sheboygan Falls, WI 53085 (414) 467-6771 (Sheboygan County Federated Library
System)
- * DIERAUER, JOYCE - Wisconsin Valley Library System, 400 First Street, Wausau, WI
54401 (715) 845-7214
- * EDMONDS, LESLIE - Rolling Meadows Library, 3110 Martin Lane, Rolling Meadows, IL
60008 (321) 259-6050
- + *** EFFLAND, SUZANNE D. - Brown County Library, 515 Pine Street, Green Bay, WI
54301 (414) 497-3450
- + * GOOD, BEVERLY L. - Lakeview Elementary School, Rural Route #3, Whitewater, WI
53190 (414) 473-2878
- ** HENNES, LOIS - Appleton Public Library, 121 S. Oneida Street, Appleton, WI
54911 (414) 734-8873 (Outagamie-Waupaca Counties Federated Library System)
- * HUSS, MARION - Appleton Public Library, 121 S. Oneida Street, Appleton, WI
54911 (414) 734-8873
- * KENNELLY, PATTI - Madison Public Library, 201 W. Mifflin Street, Madison, WI
53703 (608) 266-6363
- * KIESNER, PAM NYBERG - Brown County Library, 515 Pine Street, Green Bay, WI
54301 (414) 497-3450
- + *** KNAUER, KAY - Mead Public Library, 710 Plaza 8, Sheboygan, WI
53081 (414) 459-3400
- + ** LeMAY, CURTIS - Marathon County Public Library, 400 First Street, Wausau, WI
54401 (715) 845-7214 (Wisconsin Valley Library Service)
- + ** LUKITSCH, DONNARAE - La Crosse Public Library, 800 Main Street, La Crosse, WI
54601 (608) 784-8623 (Winding Rivers Library System)
- + ** MABREY, HELEN V. - L. E. Phillips Memorial Public Library, 400 Eau Claire Street,
Eau Claire, WI 54701 (715) 839-5002 (Indianhead Federated Library System)
- + *** MARINI, MIRIAM - Baraboo Public Library, 230 4th Avenue, Baraboo, WI
53913 (608) 356-6166
- * MAYHEU, MARY - Algoma Public Library, 406 Fremont Street, Algoma, WI
54201 (414) 487-2295
- + *** MITCHELL, KATHY - Finney Public Library, 95 S. Main Street, Clintonville, WI
54929 (715) 823-4563
- + ** MUELLER, JOAN MARIE - Fond du Lac Public Library, 32 Sheboygan Street,
Fond du Lac, WI 54935 (414) 921-3670 (Mid-Wisconsin Federated Library System)
- * OLSON, LINDA - Sequoya Branch Library, 513 S. Midvale Boulevard, Madison, WI
53705 (608) 266-6385
- + ** PACHUCKI, GAIL - Waterford Public Library, 123 N. River Street, Waterford, WI
53185 (414) 534-3988 (Racine County Federated Library System)
- * PARK, DEBRA DYCE - Schaumburg Township Public Library, 32 W. Liberty Lane,
Schaumburg, IL 60194 (312) 885-3373
- + ** PETERSON, JOYCE - Manitowoc Public Library, 808 Hamilton Street, Manitowoc, WI
54220 (414) 682-6861 (Manitowoc-Calumet Counties Federated Library System)

- + *** SANHUBER, HOLLY - Muskego Public Library, W182 S8200 Racine Avenue, Muskego, WI 53150 (414) 679-1220
- + ** SCHACHT, CHARLES - 1775 Fourth St., Fennimore, WI 53809 (608) 822-3393 (Southwest Wisconsin Library System)
- * SCHUBERT, ANN - Greendale Public Library, 5666 Broad Street, Greendale, WI 53129 (414) 421-2620
- * SEXTON, MARJORIE E. - Van Buren Elementary School, 1515 Lapham Street, Janesville, WI 53545 (608) 754-0296
- + *** SCHULTZ, GAIL - Sun Prairie Public Library, 802 Windsor Street, Sun Prairie, WI 53590 (608) 837-5644
- ** THOMSON, KATHLEEN - Manitowoc Public Library, 808 Hamilton Street, Manitowoc, WI 54220 (414) 682-6861 (Manitowoc-Calumet Counties Federated Library System)
- + *** WENDT, KRIS ADAMS - Rhinelander Public Library, 106 N. Stevens Street, Rhinelander, WI 54501 (715) 369-1070
- + *** WENZEL, JUDY - West Bend Community Memorial Library, 230 S. 6th Avenue, West Bend, WI 53095 (414) 334-4041
- + *** WHITTINGTON, MARY - Charles M. White Memorial Public Library, 1325 Church Street, Stevens Point, WI 54481 (715) 346-2841
- + ** WISEMAN, MARY JANE - Neenah Public Library, 240 E. Wisconsin Avenue, Neenah, WI 54956 (414) 729-4722 (Winnefox Federated Library System)
- * New 1981 Wisconsin Summer Library Program Planning Committee Member
- ** Official 1981 Wisconsin Summer Library Program Planning Committee Public Library System Delegate
- *** Continuing 1981 Wisconsin Summer Library Program Planning Committee Member

Note: A plus sign to the left of names listed on pages 4 through 6 indicates that the individual contributed to the contents of the Manual in addition to serving on the 1981 Wisconsin SLP Planning Committee.

Contributions were also received from the following people who were not members of the Planning Committee:

BERGNER, HOLLY - Brown County Library, 515 Pine St., Green Bay, WI 54301

GROSSKREUTZ, LEE - L.E. Phillips Memorial Public Library, 400 Eau Claire, Eau Claire, WI 54701

PETERSON, EMMA - L.E. Phillips Memorial Public Library, 400 Eau Claire, Eau Claire, WI 54701

STAFF MEMBERS of the Robert R. Jones Public Library and the River Bend Library System, Coal Valley, IL 61240

THE HAMMERMILL PAPER COMPANY, Erie, PA

VAN SUSTERN, CATHERINE - Madison Public Library, 201 W. Mifflin St., Madison, WI 53703

GEOGRAPHIC DISTRIBUTION OF MEMBERS

1981 Wisconsin Summer Library Program

Planning Committee



✓ = Member's library location.

Note: Two observer/participants represented the Illinois Library Association.



State of Wisconsin

DEPARTMENT OF PUBLIC INSTRUCTION

Barbara Thompson, Ph.D.
State Superintendent

FOR IMMEDIATE RELEASE, November, 1980

Dwight M. Stevens, Ph.D.
Deputy State Superintendent

For further information, contact W. Lyle Eberhart,
Administrator (608) 266-2205, or Helen Kreigh,
Public Library Consultant, Children's and Young Adult
Services (608) 266-3856, DPI/DLS, 4th Fl., GEF 3,
125 S. Webster, Madison, WI 53702.

DIVISION FOR LIBRARY SERVICES
W. Lyle Eberhart, Assistant Superintendent
125 S. Webster Street
Madison, Wisconsin 53702

According to W. Lyle Eberhart, Administrator of Wisconsin's state library agency, Camelot will rise again with "once and future quests," while Dungeons and Dragons will be the game to play in 1981 as libraries all over Wisconsin work MERLIN'S MID-SUMMER MAGIC, the theme chosen in September by a geographically representative Summer Library Program Planning Committee of forty-one members including official delegates from all public library systems except one, from non-system libraries, from school districts, and two observer/participants from the Children's Section of the Illinois Library Association. (Membership list attached hereto.)

Members of the Planning Committee will contribute contents of a 1981 Wisconsin Summer Library Program Manual of suggestions and patterns for decorations, promotion, resources--print, non-print, and human--and activities and events to be used in carrying out the program. Theme related items such as posters, balloons, reading and read-to-me record folders, buttons, mobiles, achievement certificates, and bookmarks have been designed by Lorna Balian, Wisconsin born and bred author/illustrator of a number of popular children's books, Humbug Witch, Aminal, A Sweetheart for Valentine, and others, as a gift to the children of Wisconsin. The Department of Public Instruction will make these materials available for purchase at low cost. Even though some items bear a Wisconsin identification, each year the Manual and materials are purchased and adapted for use by libraries in many other states.

(OVER)

Bureau of
Public and Cooperative Library Services
125 S. Webster Street
Madison, Wisconsin 53702
(608) 266-7276

Bureau of
Instructional Media Programs
125 S. Webster Street
Madison, Wisconsin 53702
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1981 Wisconsin Summer Library Program

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Member libraries of public library systems, Eberhart says, should order through system headquarters if the statewide Summer Library Program theme is being used; otherwise, individual libraries may order directly from the above address.

The Wisconsin Summer Library Program is coordinated jointly by the Division for Library Services and the Division for Management, units of the Department of Public Instruction headed by Dr. Barbara Thompson, State Superintendent. A statistical summary covering the years during which a statewide summer library program has been coordinated by the Department is also attached hereto.



1981 Wisconsin Summer Library Program

THEME: "MERLIN'S MID-SUMMER MAGIC"

MATERIALS ORDER BLANK

Please order only by unit as shown:

	No. Units Ordered	Unit Price	Amount
*1. 1981 SLP MANUAL of program resources, promotion, activities, and projects: <u>\$2.25 each</u>	_____	\$2.25	_____
2. Four-page READING RECORD FOLDER (progression chart inside): <u>100 for \$4.50</u>	_____	\$4.50	_____
3. READ-TO-ME RECORD FOLDER (adaptation of Item 2 for pre-school participants): <u>100 for \$4.50</u>	_____	\$4.50	_____
4. RUBBER STAMP for recording progression: <u>\$2.50 each</u>	_____	\$2.50	_____
5. WALLET-SIZE ID CARD: 100 for \$1.00	_____	\$1.00	_____
6. Theme BUTTON with safety clasp: <u>\$.15 each</u>	_____	\$.15	_____
7. ACHIEVEMENT CERTIFICATE (8-1/2" x 5-1/2"): <u>50 for \$1.00</u>	_____	\$1.00	_____
8. READ-TO-ME ACHIEVEMENT CERTIFICATE (8-1/2" x 5-1/2") <u>50 for \$1.00</u> (new item)	_____	\$1.00	_____
9. LARGE (22" x 17") THEME POSTER, four-color: <u>\$.30 each</u>	_____	\$.30	_____
10. SMALL (8-1/2" x 11") THEME POSTER, four color: <u>\$.15 each</u>	_____	\$.15	_____
11. THEME MOBILE (Printed foil designs to cut out and assemble. Instructions included for hanging. Very decorative.) <u>\$3.00 each</u> (subject to bid)	_____	\$3.00	_____
12. THEME BALLOONS: <u>\$5.00 per 100</u>	_____	\$5.00	_____
13. BOOKMARKS: precut (8-1/2" x 2-1/5") <u>500 for \$3.00</u>	_____	\$3.00	_____
14. BOOKMARKS: uncut sheets (8-1/2" x 11") 5 bookmarks per sheet, <u>100 sheets for \$2.50</u> (Suitable for imprinting locally if so desired.)	_____	\$2.50	_____

TOTAL AMOUNT: _____

*Out-of-state purchasers, please note: item carries Wisconsin Department of Public Instruction identification.

NOTE: MEMBER LIBRARIES OF PUBLIC LIBRARY SYSTEMS SHOULD ORDER THROUGH SYSTEM HEADQUARTERS IF STATE THEME IS BEING USED: OTHERWISE, ORDER DIRECTLY FROM ADDRESS BELOW.

Name: _____

Address: _____

City & State: _____
(Zip Code)

Purchase Order # _____

Order by February 15, 1981, for shipment during first two weeks of April. Completion of orders received after 2-15 cannot be guaranteed. Order from:
Publication Sales, WISCONSIN DEPT. OF
PUBLIC INSTRUCTION, Rm. 21, Plaza,
GEF 3, 125 S. Webster, Madison, WI 53702
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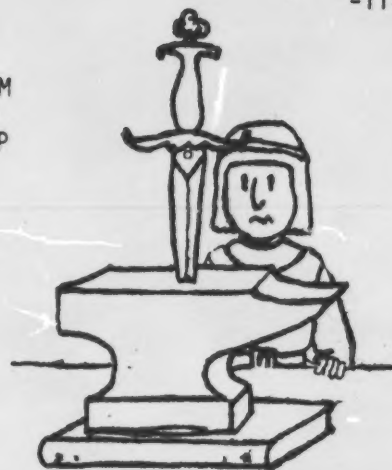
1. A Purchase Order is Required for Orders Over \$10.00
2. Please Remit With Order If Total Amount is Less Than \$10.00

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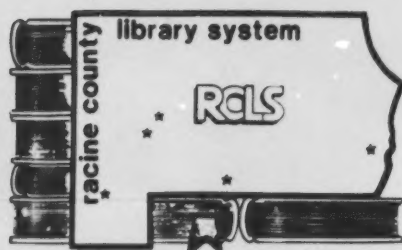
1981 SLP

POSTER



Merlin's Mid-Summer Magic

1981



RACINE COUNTY LIBRARY SYSTEM

* Burlington * Racine * Rochester
* Union Grove * Waterford

Saul J. Amdursky - Administrator

YES, EVERYONE, THERE WILL BE A FESTIVAL TO MARK THE BEGINNING OF "MERLIN'S MIDSUMMER MAGIC".

An exciting variety of entertainments, demonstrations, and child-pleasing activities will be provided free of charge to everyone throughout the state of Wisconsin. The festival will be Saturday, June 6, 1981, from 12AM - 5PM, at Old Settler's Park in Union Grove.

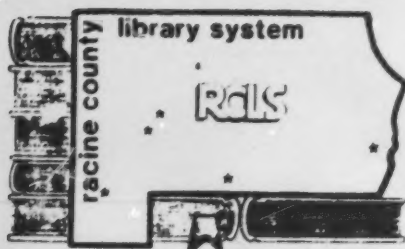
Nutritional foods will be sold by a local organization on a non-profit basis but if you prefer, bring a picnic lunch.

The day will emphasize the importance of children and parents working, playing and, of course, reading together.

Libraries, groups, agencies, and organizations throughout the state will hopefully volunteer their talents and expertise to make the day both enjoyable and informative for children and their parents.

A finalized schedule of the entertainment and publicity materials will be sent to the libraries at a later date. The event will be held rain or shine.

If you have any questions, or would like to contribute some time to make the day a success, please contact Ms. Gail Pachucki, Waterford Public Library, 123 North River, Waterford, WI 53185, Telephone 414-534-2988.



-13-

RACINE COUNTY LIBRARY SYSTEM

* Burlington * Racine * Rochester
* Union Grove * Waterford

Saul J. Amdursky - Administrator

November 11, 1980

Racine County Park Commission
14200 Washington Avenue
Sturtevant, Wisconsin 53177

Dear Sirs:

For several years the Division for Library Services for the State of Wisconsin has sponsored an annual special event to mark the beginning of the statewide summer reading program. With many budgets being cut, this outstanding event was subjected to withdrawal. As one of hundreds of people who attended these festivals, I do not wish to see this annual affair discontinued.

The Racine County Library System has agreed to sponsor a similar festival in 1981. The system was unable to budget the event, therefore, it will be a total volunteer effort. We will be requesting cooperation from libraries throughout the state.

May we use Settler's Park, free of charge, on Saturday, June 6, 1981, alternate date June 13? Could we also have access to the dining hall, the 4-H food stand, the first building behind the dining hall, and the office for a first aid station?

Our county had rewarding success and cooperation during last year's Family Fun Festival and would like to model this program in a similar fashion. The day would emphasize the importance of children and parents working, playing and, of course, reading together. Wisconsin people of all ages will have an opportunity to view a variety of exhibits that highlight benefits for children provided by many groups, agencies, organizations and libraries. Child-pleasing entertainment and helpful hints on parenting will also be on the agenda. Nutritional foods would be sold by a local organization on a non-profit basis. The entire event will be free of charge to all.

Library associations in Illinois and Minnesota have shown a strong interest in our state summer reading program so I would expect representatives to be very interested in what we can accomplish. As a fine, active library system, we will be setting a precedent for other systems in Wisconsin to continue this event in future years.

Enclosed are a few notes expressing the pleasure in our county's 1979 festival. With your cooperation, I am sure we can expect another enjoyable and informative day.

Sincerely,

Ms. Gail Pachucki

Ms. Gail Pachucki
Childrens Services
Waterford Public Library
123 North River
Waterford, Wisconsin 53185

THEME: "MERLIN'S MIDSUMMER MAGIC"

DEFINING THE THEME

KRIS ADAMS WENDT:

"Merlin's Midsummer Magic" was chosen by the 1980-81 Planning Committee because of the alliteration of the triple M's and likelihood that such a theme would lend itself well to the talents of LORNA BALIAN. Librarians may branch out either into the magic/fantasy realm or into the Middle Ages world of King Arthur, knights, castles and dragons.

In developing our own individual version of the theme, I think it's important for us as librarians to emphasize the importance of imagination in magic of any type, and especially in reading. Books are magic, in and of themselves, because the reader can become a character in a certain place and time through imagination. The translation of printed words into mind pictures is truly magic of the highest order--and everyone who reads is a magician!

JOAN AIROLDI and LOIS ALBRECHT:

Two kinds of magic could be emphasized -

- A. Magic of the world around us
 - nature
 - space and stars
 - science and experiments
- B. Magic of fantasy
 - folk and fairy tales

CURT LEMAY:

The theme Merlin's Midsummer Magic could be used in the following ways:

1. Your program could adopt Merlin as a whimsical mascot and be very general in nature. Programs may also be general, but one would hope for at least one magic show to tie in with the theme. Publicity and hand-outs should revolve around the state theme.
2. Your program could be very specific and use the state theme in its programming as well as its publicity. A classic summer revolving around the Arthurian legend should include active courtly heroines, knights in armour, sorcerers and magic, round tables, quests, and fairy tale dreams... (Some libraries take the theme even further by requiring children to read books that revolve around the theme. We find that if your theme is well-defined, and well-advertised, the children seek out books on the subject all on their own. In this way children may read what they wish which is what any summer library program is all about.)

DEFINING THE THEME

KATHY MITCHELL:

This theme can go in two different directions. Some people may choose to concentrate on Merlin and bring in King Arthur, castles, etc. Others may wish to concentrate totally on magic using top hats, rabbits, etc.



THEME: MERLIN'S MIDSUMMER MAGIC

GETTING PARTICIPANTS REGISTERED

The following guidelines for children's services personnel involved in carrying out a Summer Library Program were developed by KAY KNAUER, Children's Services Coordinator, Mead Public Library, Sheboygan. Perhaps a well paced orientation for staff based on such a model would be useful in libraries having more than one person assigned to children's services or, especially, where adult services staff members are pressed into service .

PROCEDURES FOR CHILDREN'S SERVICES AND BOOKMOBILE STAFF IN CARRYING OUT SUMMER LIBRARY PROGRAM:

Children may give book reports more than once a day. BUT encourage them to read all the books they intend to at one sitting and THEN report. Do not say "no" if they keep coming up. They may read books of their own, providing they have not been read prior to this time. Try to impress upon them that numbers are not important, just reading.

WE WILL NOT limit them to one book in a series.

When a child has read his/her first 10 books, his/her certificate should be signed, sundae coupon signed, and both given to him/her. Mark an "S" on the child's reading chart to indicate that he/she received his/her sundae certificate. Write the child's name on a 3" x 5" scrap card with the date. Keep this card at the reference table.

Children starting their second "trip" around the board (chart for bookmobile) will have their charts stamped. In other words---for each "trip," stamp the front of the chart. Only ONE certificate and ONE sundae coupon to a customer.

It is ESSENTIAL that we include the name of the school the child attends as well as his name at the time of registration (Bookmobile staff: get name - school - town). REMEMBER neatness as well as completeness is important; i.e., no SHE. CHRIST. We need the correct information so we can get those charts not picked up to the schools in the fall. Also, any children from out of town who join must give us their address so we can mail the charts, etc. to them.

Any child who has read one book is eligible to attend special events, visit the "Animal House" and participate in the animal cracker guessing contest. Each child can take a copy of the word-game or the maze. (Younger, maze; older, word game) One to a customer and use common sense as to appropriate age.

The special events at Mead each Wednesday are: June 25-Pet Show; July 2-P.A.W.S. Program (live cougar MARIA with BRANDY POWERS); July 9-Tropical Fish workshop with LOREN & MARY SPERRY; July 16-Storyteller MARK WAGLER; July 23-T-Shirt workshop; July 30-origami workshop; August 6-film, CHARLOTTE'S WEB; and August 13-Wind-Up Party.

GETTING PARTICIPANTS REGISTERED

For T-shirt and origami workshop, children will need to pre-register at the reference table. For CHARLOTTE'S WEB, tickets will be given out a week in advance.

We will be using summer staff, pages, volunteers, warm bodies to sit in the "Animal House" during our busy times. Plan to have some busy work to do there or when you are scheduled at the reference table during slack times; i.e., rewinding of filmstrips, etc. No magazine reading!

When a child registers with his book, fill out a chart, his/her name on the "Whale" (use special fine point black pens), give him/her a bookmark, club pin, balloon, maze or word search, and he/she may make a guess on the number of animal crackers in the jar. Of course, the bookmobile will not have a board, so children will "travel" from stop to stop on a chart via the "whale" stamp.

When registering children, you must STRESS, EXPLAIN, make them comprehend that they must go to the place they originally registered to report on their books. This is where the charts will be kept for them!

Stops on the board are: 1. Swimmy's Sea; 2. Curious George's Jungle; 3. Pooh's Corner; 4. Lassie's Landing; 5. Babar's Bath; 6. Peter Rabbit's Garden; 7. Charlotte's Web; 8. Black Beauty's Stall; 9. The Cat in the Hat; 10. Animal's Ark.

One stop for one book read.

The Program is open to all children who read.

There are no doubt questions which have not been answered here. Please feel free to ask or to submit ideas for easing or improving the Program.

KATHY MITCHELL:

The magic of words and names can be used when registering children or starting their folders. As they sign up, use your books on names to tell them what their first name means. Example: Alice (Truth) Jones.

CURT LEMAY:

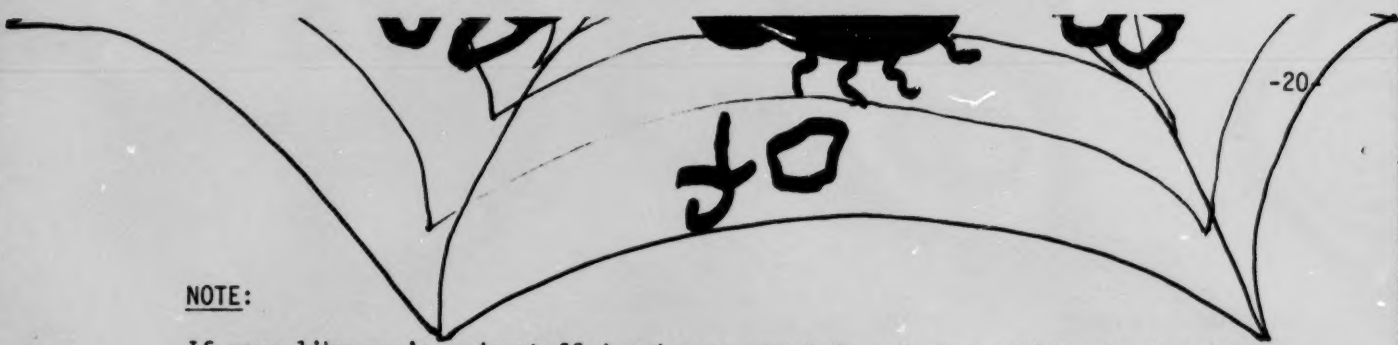
Children may register for the Reading or Read-To-Me Programs any time after school is out. To register for these programs the child must have read or shared two books. The child brings these two books to the library desk where a library page, volunteer, or staff member asks the child to report on one of the two books. The child is then given a membership card with his or her name printed on it. A staff member then writes the child's name on his or her reading record and records the two book titles on the back of the record. The staff member then explains the rules of the program to the registrant. The rules are as follows: The child may read as many books as he or she wishes but in order for the child to receive a certificate he or she is

GETTING PARTICIPANTS REGISTERED

CURT LEMAY (continued):

asked to read two books a week until twelve books are recorded over the entire summer. If a child misses one or more weeks he or she may make up for lost time by recording two books for each week missed. We do not allow the child to work ahead as the object of our programs is to keep children and books together for as much of the summer as possible.





NOTE:

If your library is understaffed and overextended--and what children's department isn't--you may want to consider this alternative to the reading record folder in which individual titles are entered as a child reports them. Reproduce this form and, on its reverse side, the wheel shown on page 21, or an equivalent of your own design. Allow the registrant to apply a gummed symbol of some kind within the appropriate wedge for each book read. In addition to saving time, such a device might encourage children to read a greater variety of titles.

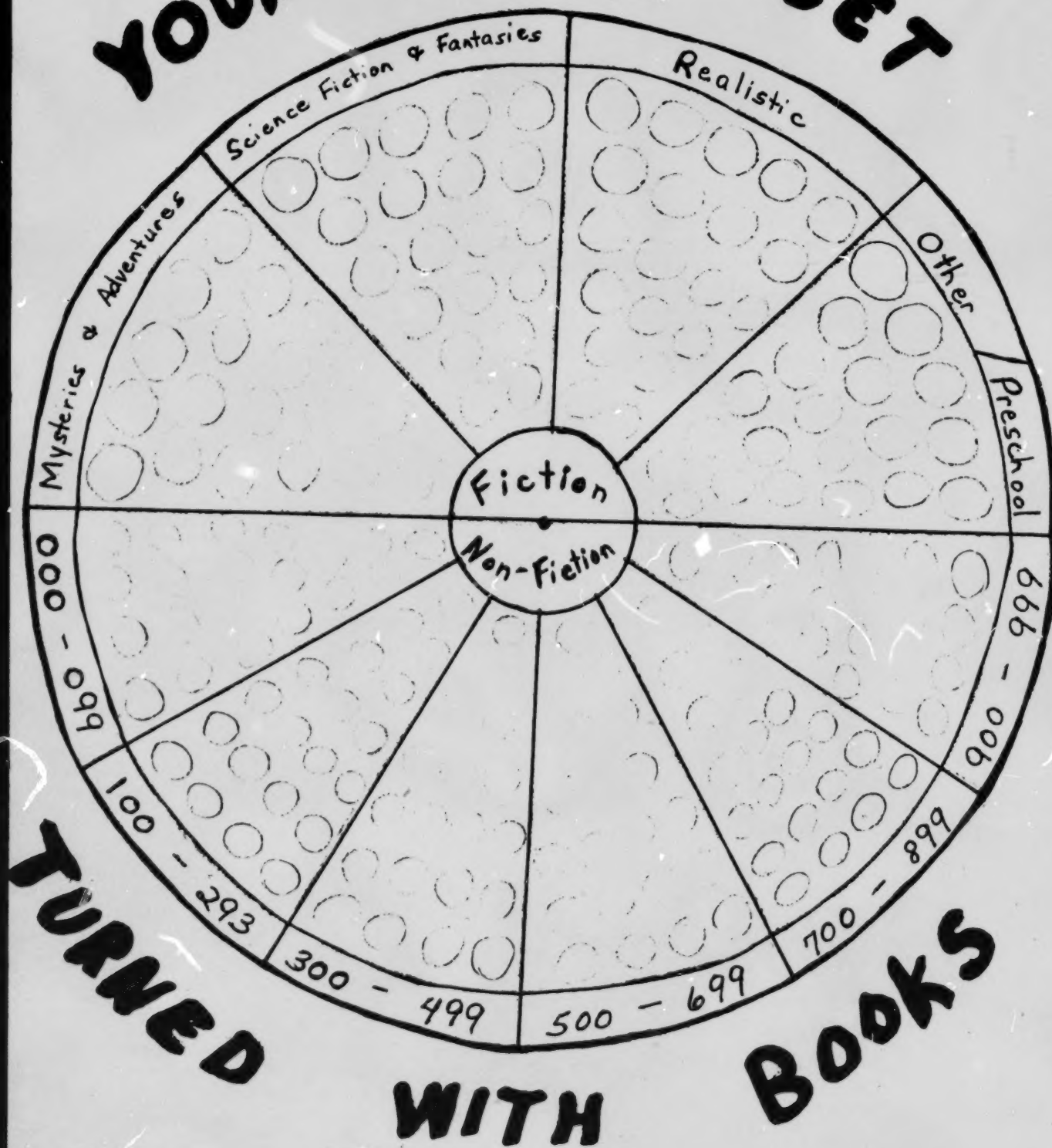
Name _____
Last First

School _____

Grade _____ Phone _____



YOUR WHEELS GET



Designed by HOLLY BERGNER

THEME: MERLIN'S MIDSUMMER MAGIC

PROMOTING THE PROGRAM

JOAN MUELLER:

School Visits - Last year we did our first puppet show instead of our customary skit starring a librarian in costume. Our custodian built a hinged frame in two stacking sections which we covered with fabric attached with velcro before each performance. This year we will be creating a wizard-magician "Merlin" puppet character who will continue as a sort of master of ceremonies for the summer.

We try to schedule one, at the most two, performances in an elementary school bringing grades K-6 into the gym or media center. We leave a small SLP poster for each classroom and a large one for the media center with the school librarian.

A school visit might also be videotaped and cablecast over the local access cable channel.

Booktalks - Lay the groundwork for the summer theme by introducing children to fantasy and legend through booktalks. In a presentation to 5th and 6th graders during Children's Book Week I used the "Newbery Author: Susan Cooper" filmstrip to introduce her books and other fantasies. National Library Week offers another opportunity to invite yourself to the schools if booktalks to classes aren't a regular part of your activities.

Program Handouts - A complete program schedule should be available at the time of the school visits. Our District Superintendent allows us to distribute a flyer to all children through the public schools. Parochial school principals have also been very cooperative.

KATHY MITCHELL:

My experience last year acting out a story as part of the summer promotion was a very positive one. I am currently looking for a story dealing with magic or wizard to use as part of my class visits.

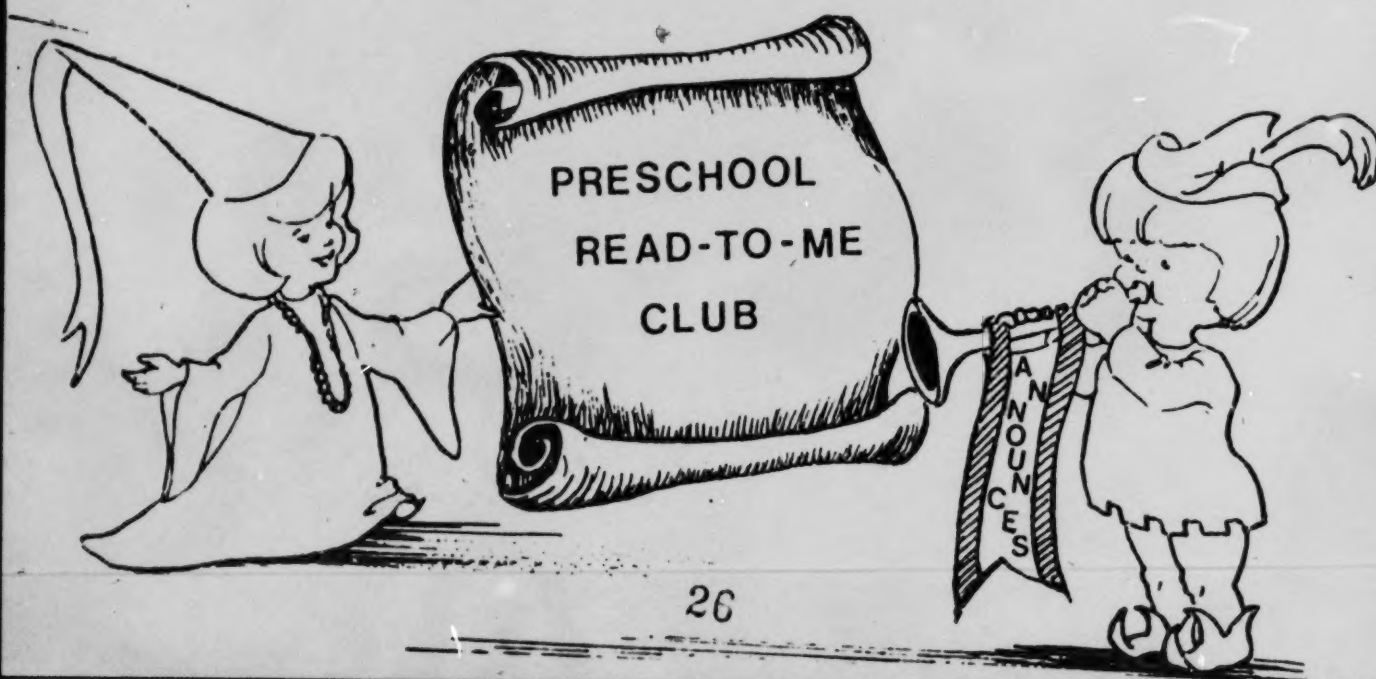
Wisconsin Wizards may be running all over the state this summer telling everyone about the wonderful things that are happening in libraries. Crystal balls could be used to predict what is going on at the library or what will happen to you when you enter the magical doors of the library.

The library magician could visit classes and pull out of his or her hat cardboard rabbits on which it tells about all the summer programs the library is offering.

PROMOTING THE PROGRAM

CURT LEMAY:

Children's Library staff members visit each classroom of every elementary school during the last three weeks of the school year. Our first step is to call each school principal to schedule our visits and discern the school enrollment so that we can order enough hand-outs for every school. A short promotional presentation is then planned. This year we will dress as medieval pages and carry a Summer Library Proclamation to every elementary classroom grades preschool through five. Shouts of, "Hear Ye, Hear Ye," will add a touch of authenticity. Many variety stores sell long plastic trumpets that can easily be painted gold to give our costumes that added touch. When these presentations are given, we are careful not to exceed five or ten minutes as teachers are particularly rushed at this time of year. We aim our presentations and hand-outs at the appropriate grade level. (See sample Read-To-Me hand-outs below.) Each child is given a half sheet of paper with a clever logo on it that reinforces the summer theme. These sheets explain the reading programs as well as significant summer story hours, dramatic events, or film programs, as well as the hours the library is open. Staff members then pass out applications for library cards and answer any questions the students have. We are sure to give the library's phone number in case of any last minute questions. We then thank the children and the teacher and leave a larger more detailed description of the summer programs with the teacher to hang on the classroom wall. Middle school students are visited by PHYLLIS PENN who mentions the reading programs and special theatrical performances that might interest young adults. PHYLLIS speaks to these students as adults and does not wear a costume. She presents short talks on current young adult materials, policy changes, or new services. This year she will surely include the books by T.H. WHITE and MARY STEWART to give Merlin some exposure. PHYLLIS also stresses the value of the library's early childhood programs for those students who baby-sit during the summer. We always follow up these visits with memos to area media specialists who stress the public library's programs in their last sessions with the students.



PROMOTING THE PROGRAM

MARY ADAMS:

We recently received a small, grey stuffed owl. How fun to have him perched on a shoulder or better yet on my head under a magician's cone hat as Merlin's owl, Archimedes. An owl puppet would work well too as a gimmick to tell children about the program.

Who doesn't have a witch's costume? Bring it out and become one of the beautiful, but evil Orkney witches: Morgan le Fay, or Morgause, or Merlin's own, Nimue.

For other costume ideas, see Chernoff, Goldie Taul. Easy Costumes You Don't Have to Sew. Four Winds. 1975. P. 41 illustrates a Knight in Armour costume, P. 35 shows how to make cone hats for magicians or fair damsels, P. 20 is a big bat costume for those of you who have little magic, and P. 30 this dragon costume for a group could be your questing beast and could be made in many more sections. Done nicely this would make a good parade entry.

JOAN AIROLDI, and LOIS ALBRECHT:

A paper maché Merlin should be built and placed in a prominent place outside the library.

Bookmarks should be passed out prior to the registration.



THEME: MERLIN'S MIDSUMMER MAGIC

DECORATING THE LIBRARY

KAY KNAUER:

Each year for our Summer Library Program we have a large board in our Children's Room and for every book a child reads he/she travels to a different stop on the board. The child's name is put on a traveling emblem. The traveling emblem this year will be Merlin's hat. The stops will be 1) Knights' Knoll 2) Dragons' Den 3) Griffins' Gully 4) Unicorn Landing 5) Willy Witches 6) Fairy Forest 7) Gnome Valley 8) Giants' Glen 9) Trolls' Tunnel and 10) Merlin's Magic Manor.

Banners will be hanging throughout the Children's Room and the guessing contest will be stars in a jar.

Our house, of course, will be called "Merlin's Magic Manor" and will be full of witches and wizards and we plan to use colored tin foil with angel hair and Christmas tree lights to give it a mystical, magical feeling.

CURT LEMAY:

Miscellaneous displays will include a papier maché wizard who will act as mascot. A fairy tale castle will become an attraction just big enough for preschoolers to crawl through. A chess board will become a permanent fixture. Castles will decorate the bulletin boards. Book displays will revolve around the collections of MANNING-SANDERS and the art work of DAVID MACAULAY. A progression chart for preschoolers will take the form of the Sorcerer's Apprentice and as preschoolers report on their books, they will decorate their mascot's robes by pasting on golden stars. The progression chart for the older children will fill all available wall space in the back of the room. As children read their books, they will record their names on such logos as coats of arms and move along a path featuring such legends as St. George and the Dragon, the sword and the stone, Arthur's round table and Merlin's magical workshop...

GAIL SCHULTZ:

Egg Carton Crafts by Donna Miller, Walker, 1978 has directions for making a dragon puppet. Having numerous dragon puppets around the area would be much fun, and jars of creeping crystals would pique interest for return visits, as the crystals grow slowly and last for months.

I've discovered plans for constructing a castle out of cardboard boxes in The Great Big Box Book by Flo Ann Hedley Norvell, T.Y. Crowell, 1979. This castle appears to be quite large, as it is built from two refrigerator boxes and 1 range box. This same book also contains directions for a knight's helmet, shield and sword (Excalibur?).

DECORATING THE LIBRARY

JOAN AIROLDI and LOIS ALBRECHT:

A castle would be a natural highlight of this year's theme. If space permits, a castle building party could be planned. A box big enough for a child to sit in and read would be the base. Other building pieces needed are assorted boxes, oatmeal and round potato chip containers and aluminum foil-covered cones for the spires. If space is limited, a one dimensional castle could be assembled and attached to a wall. Children could make swords with their names on the handles from cardboard and foil. These could be hung in the library until the end of the program. Stars and planets would make a great ceiling display. Sometimes the local school science department has models they would lend for the summer.

Two of the displays that fit in with this year's theme are rock collections and swords.

KRIS ADAMS WENDT:

If there is a large vacant wall in your children's department, how about making a "growing Merlin" as a visual measure of the total number of books read collectively by all the summer reading club participants?

Using a roll of brown wrapping paper or white butcher paper, draw a very tall Merlin with arms folded. His robe from below the arms to the hem needs to be quite straight. Cut the body section apart so that Merlin's top starts out on a very short section of robe with his feet sticking out from underneath. The "excess body" can be subdivided into short sections with a piece being added after each 25 (50, 100 or whatever) books are read. Merlin will grow taller and taller and may even end up partially stretched across the ceiling!

The "thermometer principle" of this type of decoration could also be used with a non-sexist Jeanie/Genie coming out of a bottle or lamp, or a "magic reading tree." Another variation could be starting out with a tall Merlin and adding stars to his robe to represent books read. OR setting a goal for the children in the library and having Merlin SHRINK according to how many books are read so that he disappears by summer's end!

How about having a mascot for the summer in your library? Remember all the Super Snoopers of 1976? Crafts 'N Things magazine, Summer 1980 (p. 45) has a pattern for a small stuffed dragon named "Baby Fang." The pattern could be enlarged from the given 18 inch size to about 3 feet, and possibly larger.

This particular issue of Crafts 'N Things can be purchased for \$1.25, plus 25¢ for postage and handling, from: Crafts 'N Things, 14 Main Street, Park Ridge, ILL. 60068.

DECORATING THE LIBRARY

KRIS ADAMS WENDT (continued):

The originator of "Fang" is BARBARA VANDIGGELEN from the Park Ridge Public Library. She originally made a much larger Fang for her library (like 7 feet tall!), but don't write to her for further information about "giant Fang" because I already have. She did investigate the possibility of having full-sized Fang patterns printed, but found it would involve more money than people would want to spend, along with clerical duties that she is not ready to tackle. She had, however, given permission to Mr. Anderson's Company (301 Nippersink Dr., McHenry, ILL. 60050) to produce Baby Fang. Write to the above address for further information on sizes and prices.

JOAN MUELLER:

Decorations should be in place before the end of May to help create interest in the upcoming program.

- Banners: use an overhead projector to enlarge designs and trace correct size onto fabric.
- Castles: start collecting book shipment boxes to decorate and stack into a good-sized castle. Consider a dungeon.
- Mural: Draw a story and let children color it in. Or using "The Enchanted Forest" theme let kids add their own creatures to a scene.

ROD BLAND:

On a wall, bulletin board or wherever create a part of Merlin's world using butcher paper, construction paper, chalk, paints, crayons, clay or whatever. You can include Merlin's cave, King Arthur's castle, the forest and village which are near the castle and even the lake or pond near-by. Have paper, crayons, chalks, paints, clay, scissors, etc. available and let the children draw or create the creatures and characters that they imagine would live in that world (deer, dragons, knights, maidens, queens, farmers, etc.) and then they can affix their creation to the scene.

SHARON CHARLES and BARBARA HUNTINGTON:

Children will enter the children's department through the drawbridge section of a castle made from boxes as in The Great Big Box Book by NORVELL, Flo Ann Hedley, Crowell, c1979. The children's department itself will be decorated like the inside of a castle with banners hanging from the ceiling, turrets (made from cardboard) posted at the end of each of the book stacks, the librarians desk chair made into a throne.

DECORATING THE LIBRARY

SHARON CHARLES and BARBARA HUNTINGTON (continued):

We will have a "Jester's Joke Board" with new jokes put up on the bulletin board each week.

Put up a Merlin figure on the wall and as books are being read put a star near his wand for each book completed. Hopefully it will fill the wall and ceiling with stars.

KATHY MITCHELL:

Castles built brick by brick with the names of the books read during the summer could magically appear in your library. (The "castle" could be just a plain cardboard box to start with and the children could paste on a "brick" each time they finish a book.) If you don't have room for a box on the floor or on a table, a castle drawn on paper could be hung on a wall and small "bricks" added for each child who joins the program or for each book that is read.

Anyone who has a round table in their library can cover the backs of the chairs with cardboard and turn it into King Arthur's Round Table. A canopy or arches overhead might help the illusion.

Cardboard puppets of a king, queen, wizard, knight, dragon, etc. that a child could stand behind and stick their head through could be available. Parents could be encouraged to come in and take their children's pictures.

MARY JANE WISEMAN:

A bulletin board idea - a forest - seen from a bird's - eye view - almost mazy that would depict the area around Camelot and the locations for the quests and events to take place over the summer.

To create a life size Merlin, use a dress makers stand as a base. Dress in black robes to cover. Head can be made by carving a wig stand and painting appropriately; beard with cotton. His robes can be decorated with stars; each child placing a star on for each book read and a large one for completing the program.

EMMA PETERSON:

Make large cardboard trolls, elves, wizards to be placed around the room.

Using the bulletin board for the Summer Reading Program have a wizard with a wand waving it over a treasure chest and have special books coming from the chest. Trolls, elves and knights could be around the chest.

DECORATING THE LIBRARY

EMMA PETERSON (continued):

There could be another wizard standing at one side of the bulletin board with a mirror for the face so when a child looked in it he would see himself.

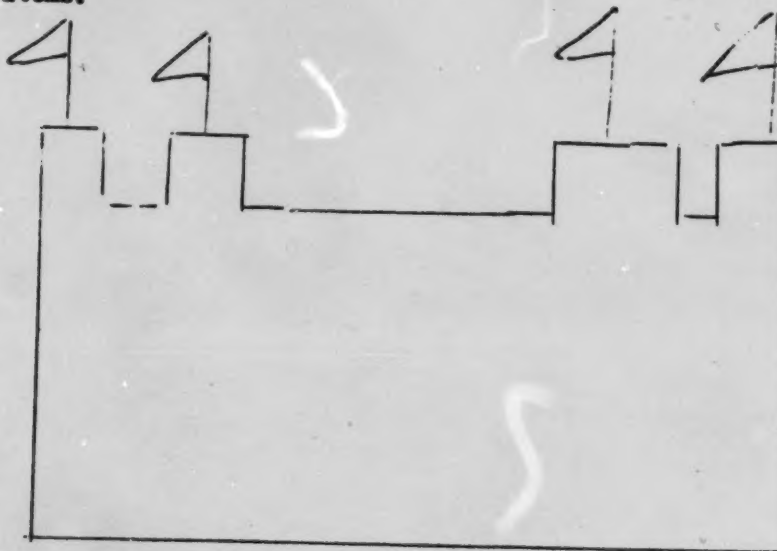
There is a handsome 17x22" poster from the Walt Disney Media Company which we received free unsolicited through the mail. It depicts Mickey Mouse in a wizard costume under spot lights and contains the slogan "Find Magic in Books - Read." The address is 500 South Buena Vista Street, Burbank, California 91521.



MARY ADAMS:

Castle Bulletin Board

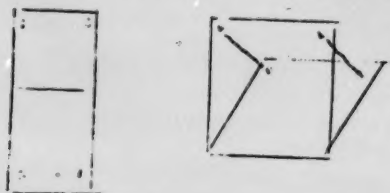
1. Remove bulletin board from wall.
2. Tape shoe box lid extensions to top of bulletin board.
3. Cover entire board with pale grey, white, or light beige fabric or paper, tape and fold to fit.
4. Rehang board.
5. Insert paper or fabric banners on dowels in top of extensions.
6. It's ready to decorate with your schedules and usual bulletin board items.



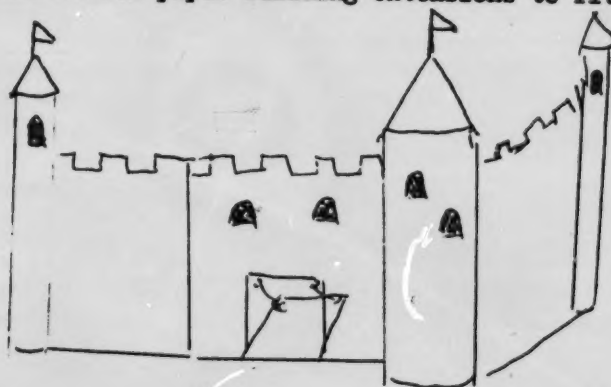
3-Dimensional Castle for Bulletin Board

1. Collect paper towel tube, oatmeal box and string.
2. Split tubes and fold so they can be taped to bulletin board.
3. Cover each tube or lid in grey or white paper, staple or tape paper cover in place.
4. Draw on bricks or stones and windows with magic markers if desired.
5. Make turret roofs by rolling red or black pieces of paper into cones to fit. Fold backside flat for taping to bulletin board.
6. Make banners by gluing colored paper triangles to toothpicks. Push into top of cones.

7. Make drawbridge with a rectangular piece of lightweight cardboard folded in the middle, punch holes and attach string.

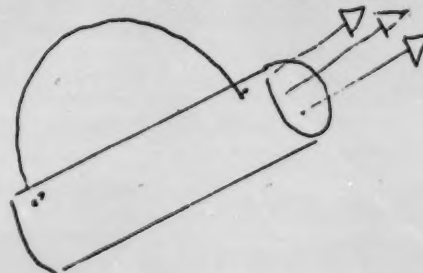


8. Arrange on bulletin board with a blue construction paper moat and construction paper building extensions to fit size of board.



Robin Hood's Quiver

1. Oatmeal box covered in green paper.
2. Punch holes near top and bottom of box, attach clothesline cord or heavy yarn and knot inside container.
3. Make arrows by gluing grey construction paper triangles to dowels or by rolling paper tightly and marking on point and feather with magic marker.



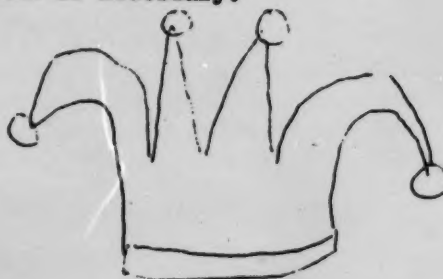
Jester's Hat

Jester's Hats as shown in Wilt, Joy. The Great Pretenders. Creative Resources. 1977.

1. Cut bottom out of paper bag.
2. Fold up bottom of remaining bag 2".

Jester's Hat (con't)

3. Cut petal shapes on upper bag.
4. Glue cotton balls on inside tips of petals.
5. Adjust to size with stapler if necessary.

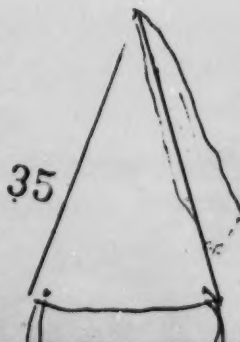


Crown

1. Cut a 4" x 23" band from tagboard.
2. Cut design.
3. Apply glue in design pattern and sprinkle with glitter.
4. Staple to size.

Cone Hat for Magician or Fair Damsel

1. Cut a quarter circle with a 16" radius from tag-board.
2. Draw on stars with red magic marker for Magician's hat.
3. Shape into cone and staple or tape in place to size.
4. Stick a thin, pastel scarf out of the top for a Fair Damsel hat.
5. Can punch holes near bottom at sides and attach strings. (knot inside).



DECORATING THE LIBRARY

Edwards, Brian. Busy Fingers Games to Make and Play. Rand McNally. 1974.

p. 89 shows a present tree made from plastic bottles which would make a good enchanted forest. It could be built as large or as small as you need.

Temko, Florence. Self Stick Craft. Doubleday. 1975.

pp. 26-27 show a more expensive tree for your enchanted forest made from cardboard and contact paper.

The Know/how Book of Paper Fun. Corwin, Sterling. 1976.

Features a cardboard box castle complete with a working catapult. Book also gives directions for making tissue paper whists animals/birds/plants for your enchanted forest.

THEME: MERLIN'S MIDSUMMER MAGIC

MAGIC TRICKS AND POTIONS

If you've always had a yen to "do Magic," or staff members you think you can conjoin into it or if you have the nerve to attempt to instruct a group of SLP registrants, write RODNEY BLAND, Children's and Young Adults Services consultant, Nicolet Federated Library System, Brown County Library, 515 Pine St., Green Bay, WI 54301 (414) 497-4412, for a thirteen-page pattern including instructions for 25 tricks performed at minimal cost with household items. Or consult the following list of references, and put together your own version of Merlin's Magic Workshop.

Fascinating Experiments in Chemistry by FRANCOIS CHERRIER

Magic for Beginners by HARRY BARON

Magic for All by BOB DUNN

Funny Magic by ROSE WYLER

Magic in Your Pockets by BILL SEVERN

Here is your Hobby, Magic! by BYRON WELS

SUZIE EFFLAND:

Merlin's Midsummer Magic Mind Reading

Here is a very old magician's trick that can still fool lots of people today. The idea is to make people think you are reading their minds when they think of a number. Here's how..... 1. Either cut out the number of boxes below and paste them on cardboard, or copy them directly onto cardboard. Place the cards on a table. 2. Ask your subject to think of a number between one and 100, then, without telling you what it is, have him point to each card that contains that number. 3. Now, wave your hands around, look very mysterious and thoughtful for a while, and then you are ready to recall the number. 4. The secret? Simply add together the numbers on the top left corner of each of the cards to which the subject pointed, and you've got the answer. Imagine how difficult it must have been to invent this trick before the age of computers.

2	22	42	62	82
3	23	43	63	83
6	26	46	66	86
7	27	47	67	87
10	30	50	70	90
11	31	51	71	91
14	34	54	74	94
15	35	55	75	95
18	38	58	78	98
19	39	59	79	99

4	15	30	45	60	71
5	20	31	46	61	76
6	21	36	47	62	77
7	22	37	52	63	78
12	23	38	53	68	79
13	28	39	54	69	84
14	29	44	55	70	85

1	21	41	61	81
3	23	43	63	83
5	25	45	65	85
7	27	47	67	87
9	29	49	69	89
11	31	51	71	91
13	33	53	73	93
15	35	55	75	95
17	37	57	77	97
19	39	59	79	99

MAGIC TRICKS AND POTIONS

SUZIE EFFLAND (continued):

16	24	48	56	80	88
17	25	49	57	81	89
18	26	50	58	82	90
19	27	51	59	83	91
20	28	52	60	84	92
21	29	53	61	85	93
22	30	54	62	86	94
23	31	55	63	87	95

8	24	40	56	72	88
9	25	41	57	73	89
10	26	42	58	74	90
11	27	43	59	75	91
12	28	44	60	76	92
13	29	45	61	77	93
14	30	46	62	78	94
15	31	47	63	79	95

64	70	76	82	88	94
65	71	77	83	89	95
66	72	78	84	90	96
67	73	79	85	91	97
68	74	80	86	92	98
69	75	81	87	93	99

32	38	44	50	56	62
33	39	45	51	57	63
34	40	46	52	58	64
35	41	47	53	59	65
36	42	48	54	60	66
37	43	49	55	61	67

RODNEY BLAND:

Set up a mini-laboratory to conduct magic tests of the senses.

1. Fill small jars with pieces of cotton saturated with mystery smells (orange, peppermint, lemon, pickle, baby powder, cinnamon). Have the children smell the clues to guess what each jar contains.
2. Mix a synthetic cola using: 5 T sugar, 5 t vanilla extract, 5/8 t cinnamon, 2 1/2 c club soda. Add ice.

Choose five or six children to try a taste test. Blindfolded, have the children taste several brands of cola, including the synthetic mixture. (Be sure all the colas have ice in them.) Can they identify the experimental cola?
3. Have several children who are blindfolded taste Coke and 7-Up, with ice. Can they tell the difference? Try the same test with children who are blindfolded, and are wearing noseclips.
4. Using noseclips and blindfolds, experiment with several children to see if they can tell the difference between chocolate and vanilla ice cream. Is it easier to tell the difference when the ice creams are frozen or melted?
5. By finely chopping a mixture of about 1/2 cup fresh green peas with 2 T brown sugar and half a peeled and cored apple, the aroma of fresh strawberries can be simulated. Blindfold several children; have them smell the mixture and identify the smell. Let them smell fresh chopped strawberries to see if the two smells are the same (A blender may be used to chop.)

MAGIC TRICKS AND POTIONS

RODNEY BLAND (continued):

6. To discover what salt does to sweet food, try this experiment: Prepare bite-size pieces of honeydew or cantaloupe melon. Divide the pieces and put them on two separate plates. Salt one plate lightly. Without identifying which pieces have the salt, ask several children to taste them, rinsing the mouth between bites, and to identify which bite was sweeter.
7. Finely grate apple, potato, and onion onto plates. Blindfold several children, and have them put on noseclips. Put a small amount (1/4 t) of the sample food on the tongue of each child and have them roll the food around in the mouth without chewing. Have the children rinse their mouths between samples. Present the foods in a random order, and see if the children match the foods with the scentless taste.

Source: More Science Experiments You Can Eat by Vicki Cobb.

GAIL SCHULTZ:

There are many interesting recipes that would lend themselves to magic sessions in "Concoctions" by LOWIE PRICE and MARILYN WRONSKY, Dutton, 1977. Imagine our own "Merlin's" workshop where we would make a simple copy solution to make prints from comics, etc., and invisible ink, creeping crystals and various other simple examples of "wizardry".

SUZIE EFFLAND:

COAL CASTLES (from Hints From Heloise II):!!

Kids of all ages will love to watch these castles take shape! Use a rather large shallow ceramic or glass dish such as a platter, to hold the coal or you can use broken bits of brick, porous rocks, pieces of sponge - just about anything that will absorb the solution. Don't use metal of any kind - you might ruin a good pan.

First of all, soak the pieces of coal or whatever, in plain water until they are thoroughly wet. (If you use a sponge, wring out the excess water before using.) Arrange these to suit your fancy in the dish, placing some on top of others.

If you want your creation to look more like a flower garden, cut the stems off small, plastic flowers and stick these among the rocks. Gorgeous!

Next, in a glass cup mix four tablespoons of water, four tablespoons of old-fashioned liquid laundry bluing and four tablespoons of plain old household ammonia.

Pour this mixture over the wet rocks, making sure they are evenly dampened. Put a drop or two of various shades of food coloring and a drop or two of undiluted bluing on some of the rocks for added color.

MAGIC TRICKS AND POTIONS

SUZIE EFFLAND (continued):

Now sprinkle four tablespoons of salt over the chunks of brick etc., again covering them evenly.

If you are making a large garden, you may need to double all of the above ingredients. The main object is to cover the chunks completely.

Within a matter of a few hours, your garden begins to develop. Tiny little "snowflakes" appear. However, should yours take a little longer don't despair and think it isn't going to "do" anything. It will - just give it time.

The rocks eventually will be completely covered with crystallites. After about two days, mix two tablespoons of water and two tablespoons of ammonia and pour into the dish. Carefully though, so you won't disturb any of the existing growth.

If the castle accidentally gets knocked down, not to worry. Leave the powdery stuff in the bowl and add some of the original "formula" to the rocks. The crystallites will re-form and take on new beauty.

One word of caution: Don't let any of the crystals grow beyond the edge of the bowl. Keep them wiped off because they might damage the furniture, especially if it's marble.

Also, this will not grow unless you use the old-fashioned bluing.

EMMA PETERSON:

Plan a story time for the 3-5 year old group using simple magic tricks.

Some books that I found useful are the following:

Lopshire, Robert. It's Magic. Macmillan, 1969
 Wyler, Ross. Magic Secrets. Harper, 1967.
 Wyler, Ross. Spooky Tricks. Harper, 1968.
 Disney, Walt. Mickey Mouse Magic Book. Random House, 1974

Related books for story time:

Galdone, Paul. The Magic Porridge Pot. Seabury Press, 1976.
 Elkin, Benjamin. Al and the Magic Lamp. Harper, 1963.
 Jeschke, Susan. Angela and Bear. Holt, Rinehart and
 Winston, 1979.
 McNeill, Janet. Magic Lollipop. Children's Press, 1974.

MAGIC TRICKS AND POTIONS

MARY JANE WISEMAN:

Brown, Bob. How to Fool Your Friends. Golden, 1978.

Simple tricks with basic materials good for entertainment and laughs.

Broekel, Ray. Now You See It: Easy Magic For Beginners. Little, Brown, 1979

Lots of easy to learn magic tricks with items found around the house.

Gilbert, George. Great Tricks of the Master Magicians. Golden, 1977

150 mystifying tricks with step-by-step instructions on how they can be performed.

Kobs, Betty. Magic. Raintree, 1976.

Mysto the Magnificent uses photos and illustrations to explain simple magic tricks to baffle one's friends.

Lopshire, Robert. It's Magic? Macmillan, 1969.

Easy reading book shows guaranteed tricks that can be done with household items.

Wyler, Rose. Funny Magic: Easy Tricks for Young Magicians. Parents, 1972.

Directions for performing a variety of simple magic tricks as well as setting up a real show.

Wyler, Rose. Magic Secrets. Harper, 1967.

Many magic secrets are revealed in simple text that can be understood easily by beginning readers.

Wyler, Rose. Spooky Tricks. Harper, 1968.

Small spell-casters will learn how to transform themselves into truly accomplished spooks!

THEME: MERLIN'S MIDSUMMER MAGIC

GAMES AND GIVEAWAYS

Write ALNAVCO, Box 9, Belle Haven, VA 23306 (804) 442-2323, for their TSR Hobbies, Inc., listing of all manner of role-playing games under the following headings: Fantasy Boxed Games, Fantasy Books, Dungeons & Dragons Accessories, Playing Aids, Science Fantasy, and Metagaming.

CURT LEMAY:

Bowl the Castle Over - Paint six one-quart milk cartons to look like castles. Set them up in bowling fashion and use a rubber ball as a bowling ball. The person who bowls over the most castles wins.

Chase the Dragon's Tail - For this game all the players line up behind the one who has been chosen to be the dragon's "head," each one putting his or her hands on the shoulders of the person in front of him. The object of the game is for the "head" to catch the "tail," the last person in line. No one may remove his or her hands from the shoulders of the person in front of them, but the line may maneuver to help the "tail" keep from getting caught. When the "tail" has been caught, he or she is out of the game; the "head" becomes the new "tail", and the game continues until there are only two players left.

Courtly Manners - Knights and ladies followed strict forms of etiquette. A humorous game can be made out of this theme in the following manner. Give each player two pieces of paper. On one piece write "What would you do it..." and on the other write "You should..." Think up a humorous way to complete the two sentences. Like "What would you do if they served liver at hot lunch?" "You should bring your lunch to school." Then send one of the papers to the person on your right and read the goofy questions and answers out loud. They might sound like: "What would you do if they had liver at hot lunch?" "You should place your coat over a mud puddle..."

The Magic Crown - A clever game where a knight rescues a captive princess can be found in Juel Krisvoy's New Games to Play. The game is called The Magic Crown and is found on page 46.

A brochure called "Summer Reading is Important" has been printed by the International Reading Association. The brochure may be purchased in quantities of 100 for \$3.00 per 100, prepaid only. Single copies are free with a self-addressed stamped envelope. These brochures make nice hand-outs for parents, teachers, or for each child as they register. Order from: International Reading Association, 800 Barksdale Rd., P.O. Box 8139, Newark, Delaware 19711.

THEME: MERLIN'S MIDSUMMER MAGIC

GAMES AND GIVEAWAYS

CURT LEMAY (continued):

Campbell's Soup Company gives away free copies of an activity booklet called The Wizard of O's: Food Fun for Kids. It's filled with word searches, activities, games, coloring sheets, and dot-to-dot pictures featuring a wizard. Last time we checked they were available in quantities. Write: Campbell's Soup Company, Home Economics Dept., Camden, New Jersey 08101.

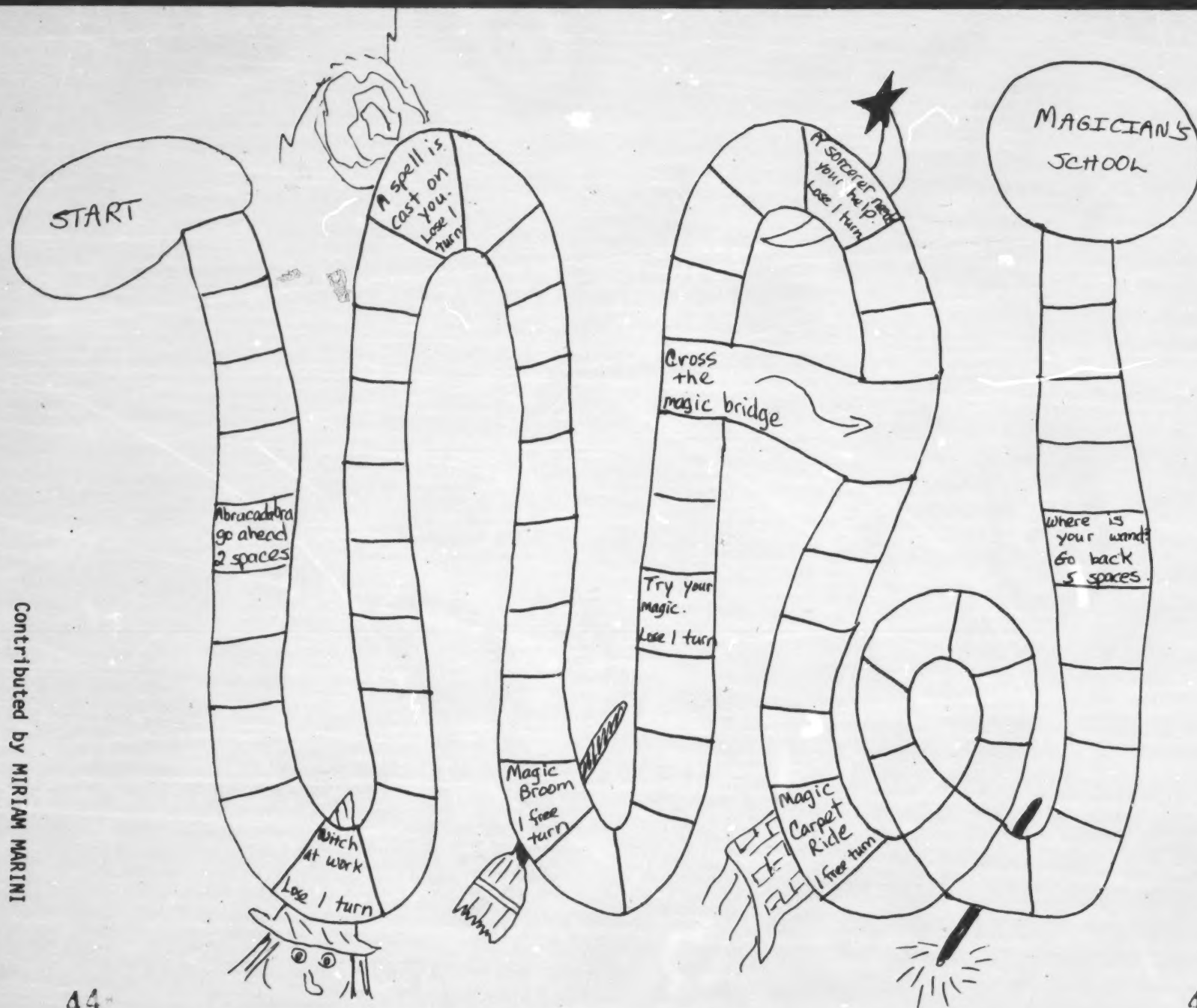
MIRIAM MARINI:

Directions for Magician's School Game - Can you find your way to Magician's School? Watch out for the good spells and bad spells along the way!

Use a button, piece of corn or other object for each player's marker.

Throw a die for each turn. Move the number of spaces shown. Follow the directions along the way.

First player to reach Magician's School wins. (see Board illustration on next page.)



GAMES AND GIVEAWAYS

JOYCE PETERSON:

Castle Maze

Make a castle blueprint (the example is from David Macauley's Castle) and provide it with many interconnecting routes. This can be either a hand-out size or an enlarged table size for group playing.

The object of the game is to get from one point to another in 30 seconds or less while avoiding certain areas of the castle. For example: You are on guard duty at the outer gatehouse and have to relay a message to your commander who's eating lunch in the great hall BUT you must not disturb the cook in the kitchen.

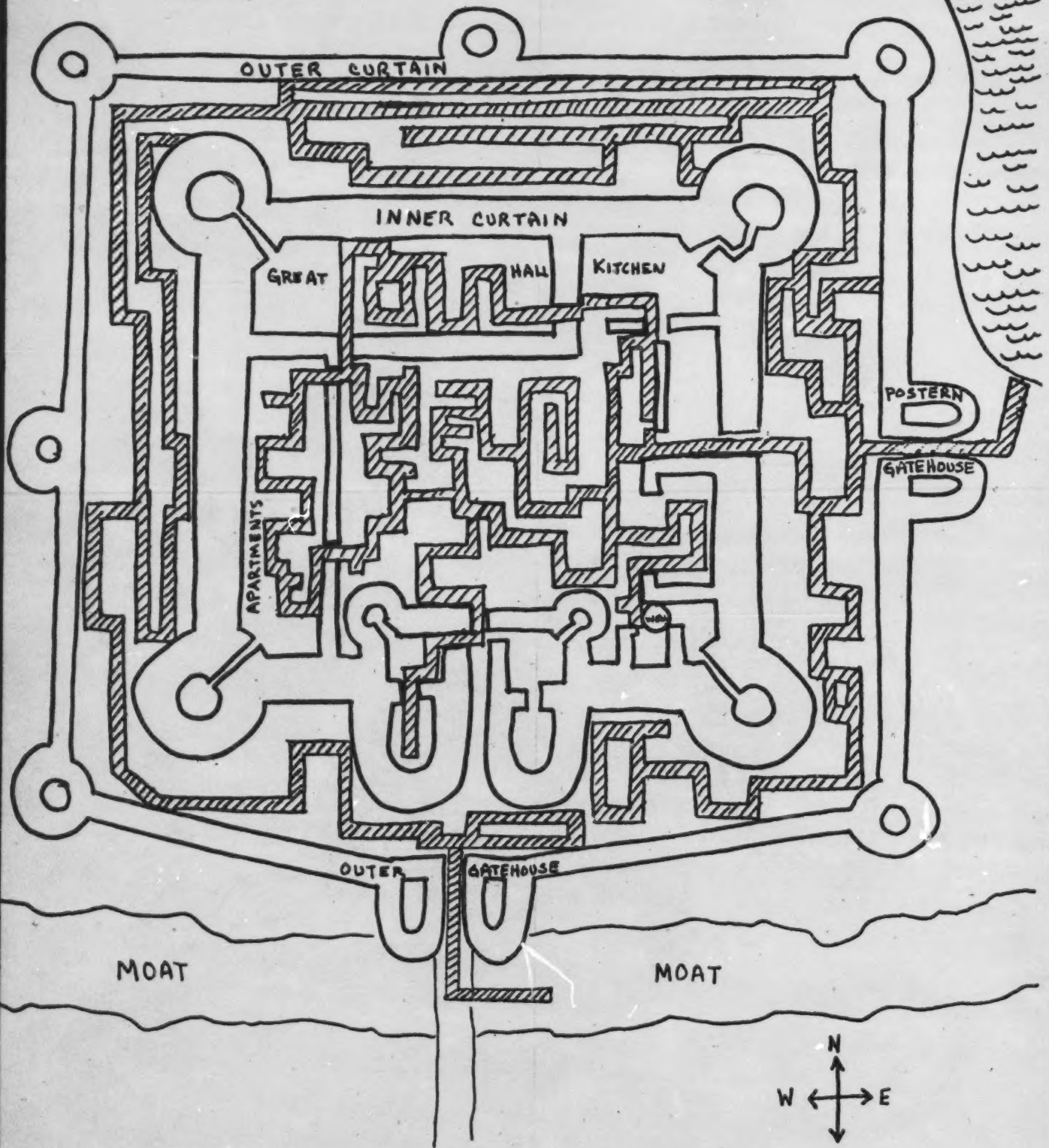
Buttons or some other kind of marker could be used with a table game so the maze could be used over and over again. Or use cut-out figures of the characters involved--guards, servants, lords and ladies--and place them around the castle grounds. An egg timer or such could be used for timing each turn.

See next page for pattern for Castle Maze.

GAMES AND GIVEAWAYS

CASTLE MAZE

-43-



Contributed by JOYCE PETERSON

← POSSIBLE
ROUTE

GAMES AND GIVEAWAYS

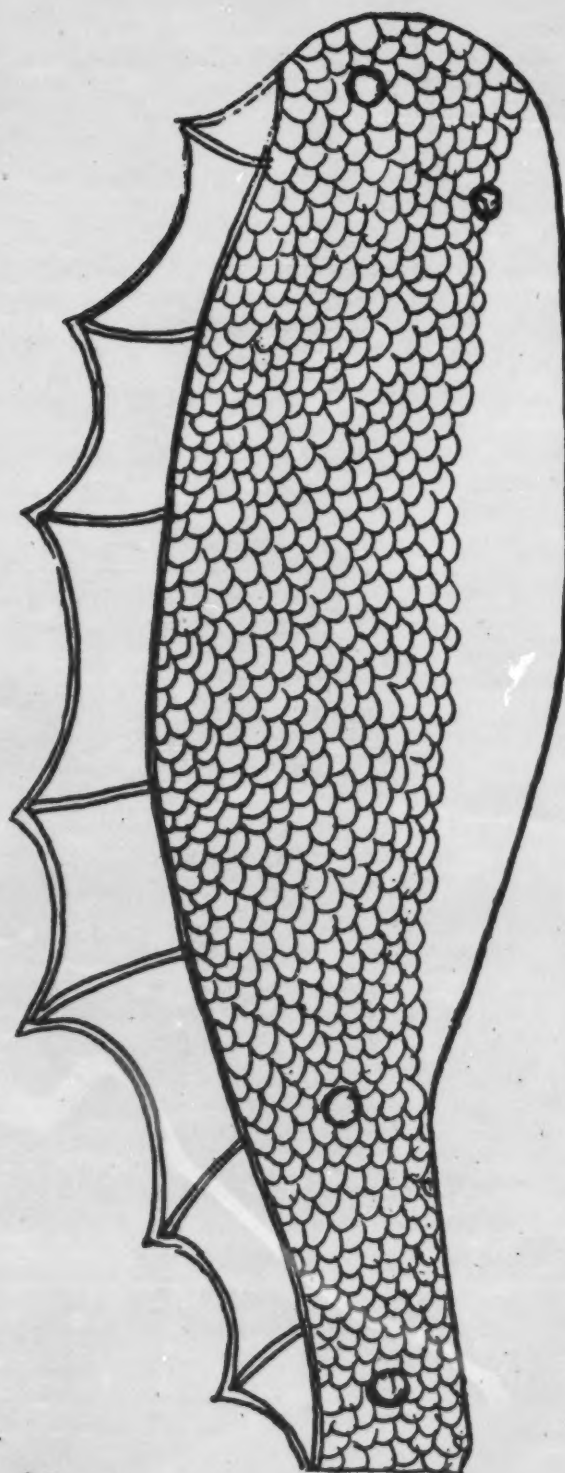
RODNEY BLAND has supplied the patterns on this page and the next for a "Put Together Dragon."



Contributed by RODNEY BLAND

GAMES AND GIVEAWAYS

Contributed by RODNEY BLAND



GIVEAWAYS AND GAMES

Submitted by Emma Peterson, L. E. Phillips Memorial Public Library, Eau Claire, Wisconsin

Draw lines to numbered dots.



GAMES AND GIVEAWAYS

Unscramble These Magical Words:

lelps
thciw
ficagamm
eerrcosr
mechlasti
rmahc

pmi
gmaci
nojrrouc
aaabrcdarba
azridw
priitss

Key

spell
witch
magician
sorcerer
alchemist
charm

imp
magic
conjuror
abracadabra
wizard
spirits

Contributed by MIRIAM MARINI

Mixed-up places, people and things from "King Arthur"

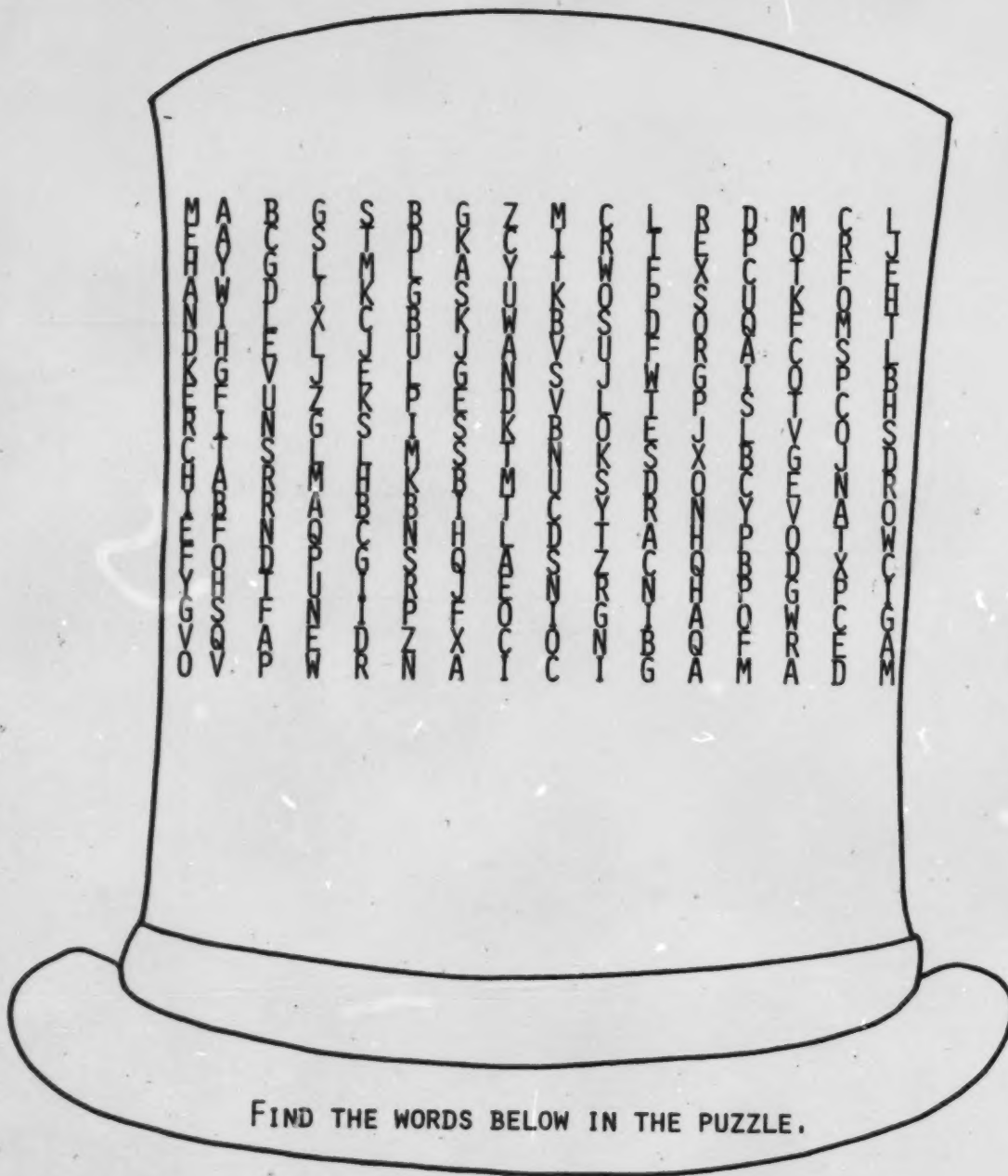
- | | |
|----------------------|-----------------|
| 1. Cletanlo | 15. Edrromd |
| 2. Urhtra | 16. Niviev |
| 3. Rismtrat | 17. Culan |
| 4. ReInim | 18. Devierbe |
| 5. Nadinad | 19. Aclibuex |
| 6. Garnmo el yaf | 20. Torec |
| 7. Clotame | 21. Blissuary |
| 8. Veeginure | 22. Donur Letab |
| 9. Awagein | 23. Herut |
| 10. Hagadal | 24. Noyneab |
| 11. Yhol Lagra | 25. Reagish |
| 12. Niregia | 26. Tregah |
| 13. Yadl fo het keal | |
| 14. Leinlorpe | |

Answers

- | | |
|----------------------|-----------------|
| 1. Lancelot | 15. Mordred |
| 2. Arthur | 16. Vivien |
| 3. Tristram | 17. Lucan |
| 4. Merlin | 18. Bedivere |
| 5. Dinadan | 19. Excalibur |
| 6. Morgan le Fay | 20. Ector |
| 7. Camelot | 21. Salisbury |
| 8. Guinevere | 22. Round Table |
| 9. Gawaine | 23. Uther |
| 10. Galahad | 24. Bayonne |
| 11. Holy Grail | 25. Gaheris |
| 12. Igraine | 26. Gareth |
| 13. Lady of the Lake | |
| 14. Pellinore | |

Contributed by GAIL SCHULTZ.

MAGIC ★ SHOW



cards
magic
scarf
rings

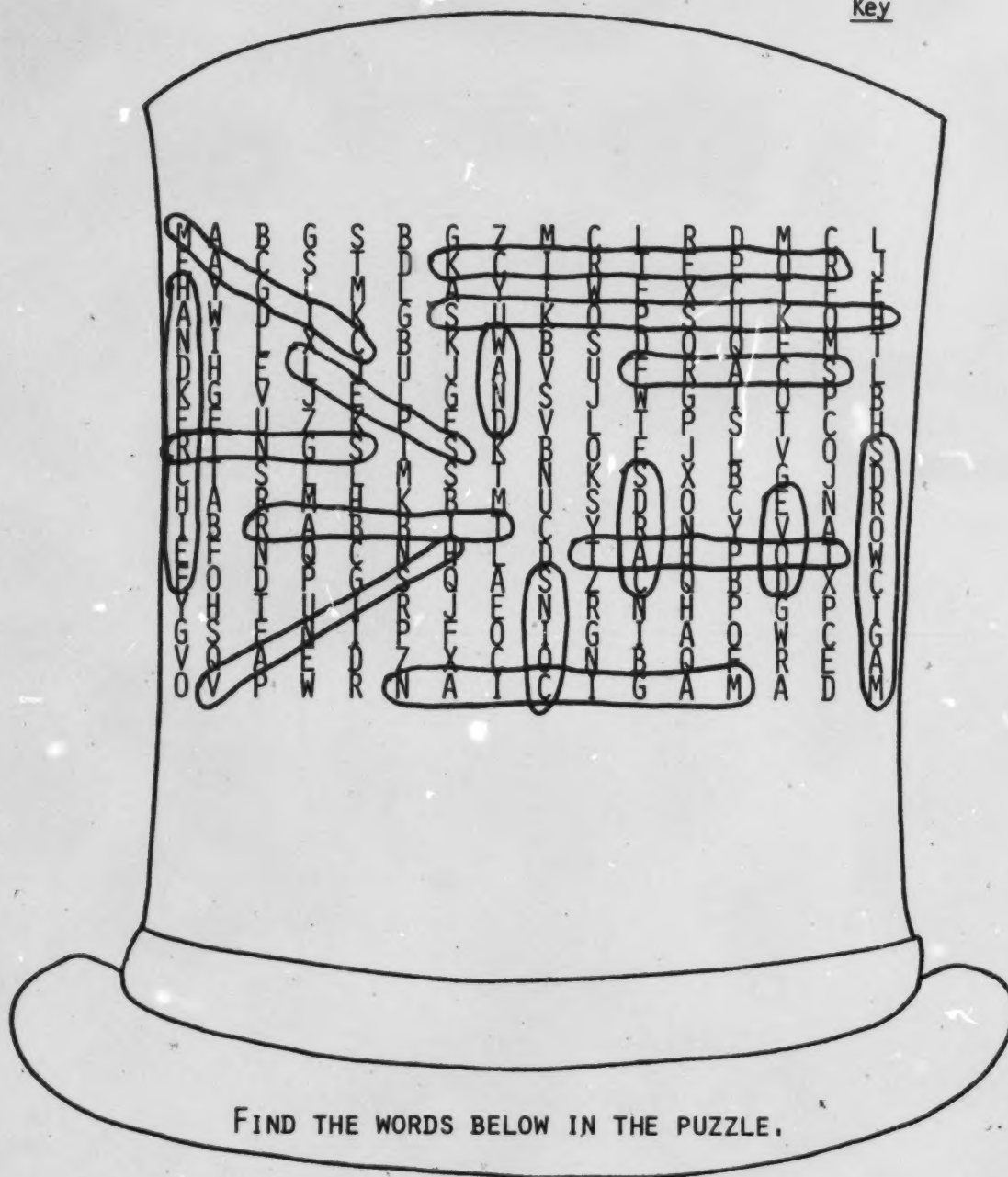
dove
wand
spell
coins

top hat
vanish
magician
rabbit

rope trick
hokus pokus
handkerchief
magic words

Contributed by MIRIAM MARINI

Key



cards
magic
scarf
rings

dove
wand
spell
coins

top hat
vanish
magician
rabbit

rope trick
hokus pokus
handkerchief
magic words

Contributed by MIRIAM MARINI

GAMES AND GIVEAWAYS

Find the words across, down, and diagonally

a	r	o	m	a	g	i	c	i	a	n	z	s	h	a
k	b	c	d	p	g	l	k	l	a	r	t	h	u	r
u	i	p	q	r	u	m	d	a	e	g	f	o	c	m
s	t	n	y	i	i	e	o	n	l	t	q	q	a	o
z	p	r	g	n	n	r	u	c	a	o	d	u	t	r
x	g	u	i	c	e	l	t	e	c	n	n	e	a	v
y	q	u	e	e	u	i	h	l	n	e	m	e	b	d
m	e	z	n	f	e	n	e	o	r	t	l	n	l	h
s	w	o	r	d	r	g	w	t	d	f	q	s	e	o
k	i	h	t		e	u	v	k	n	i	g	h	t	r
g	c	a	s	t	l	e	x	c	o	u	r	t	z	s
k	x	r	o	u	n	d	d	l	u	t	h	e	r	e
a	b	c	d	z	k	r	o	b	s	t	l	d	m	a

Find the following words:

Merlin
round
table
king
Arthur
knight

Lancelot
magician
Uther
sword
Guinevere
stone

armor
court
horse
castle
queen
prince

Contributed by a staff member of the RIVER BEND LIBRARY SYSTEM, Coal Valley, IL.

GAMES AND GIVEAWAYS

Answer Sheet

			m	a	g	i	c	i	a	n				a
k				p	g			l	a	r	t	h	u	r
	i			r	u	m		a		s				m
		n		i	i	e		n		t		q		o
			g	n	n	r		c		o		u	t	r
				c	e	l		e		n		e	a	
				e	u	i		l		e		e	b	
					e	n		o				n	l	h
s	w	o	w	d	r			t					e	o
					e			k	n	i	g	h	t	r
	c	a	s	t	l	e		c	o	u	r	t		s
		r	o	u	n	d			u	t	h	e	r	e

Find the following words:

Merlin
round
table
king
Arthur
knight

Lancelot
magician
Uther
sword
Guinevere
stone

armor
court
horse
castle
queen
prince

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GAMES AND GIVEAWAYS
 ** WIZARDLY WORDS **

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F	L	Y	I	N	G	C	A	R	P	E	T	S	T	A	T	E	Y	B
L	W	O	R	K	E	R	L	I	K	E	A	I	I	T	S	R	O	R
E	E	A	M	U	L	E	T	E	K	L	B	E	S	E	E	O	U	O
T	E	A	I	D	I	D	E	O	T	B	Q	E	Y	C	E	L	K	W
S	K	T	D	O	N	S	O	I	O	E	W	O	R	K	O	E	I	N
E	S	O	S	R	C	L	Q	H	A	C	I	O	N	E	W	M	T	I
W	O	N	U	E	A	E	X	I	T	I	S	E	O	Y	E	T	E	E
S	R	O	M	C	N	A	M	E	R	L	I	N	O	R	E	D	H	E
D	E	R	M	N	T	T	A	X	T	H	S	O	M	E	T	P	T	O
O	V	T	E	A	A	S	G	D	S	A	A	A	E	S	S	O	R	F
S	E	H	R	M	T	O	I	E	E	T	I	X	E	X	I	T	O	L
L	N	X	O	O	I	L	C	M	V	D	A	H	B	A	D	I	N	A
L	E	T	G	R	O	W	O	O	D	S	C	T	O	A	D	O	D	D
E	L	A	N	C	N	E	R	N	X	T	O	L	A	T	E	N	O	N
P	I	X	I	E	L	M	E	S	I	O	T	R	O	L	L	S	E	A
S	E	E	K	N	D	N	A	W	I	Z	A	R	D	O	G	S	S	G

WORDS

MERLIN

DEMONS

MAGIC

TROLLS

MIDSUMMER

AMULET

HOBBIT

MERMAID

WITCHES

FLYING CARPETS

SPELLS

GANDALF

POTIONS

WAND

NECROMANCER

BROWNIE

SORCERY

PIXIE

INCANTATION

WIZARD

Contributed by HOLLY SANHUBER

ALSO, SEE HOW MANY "LITTLE" WORDS YOU CAN FIND!

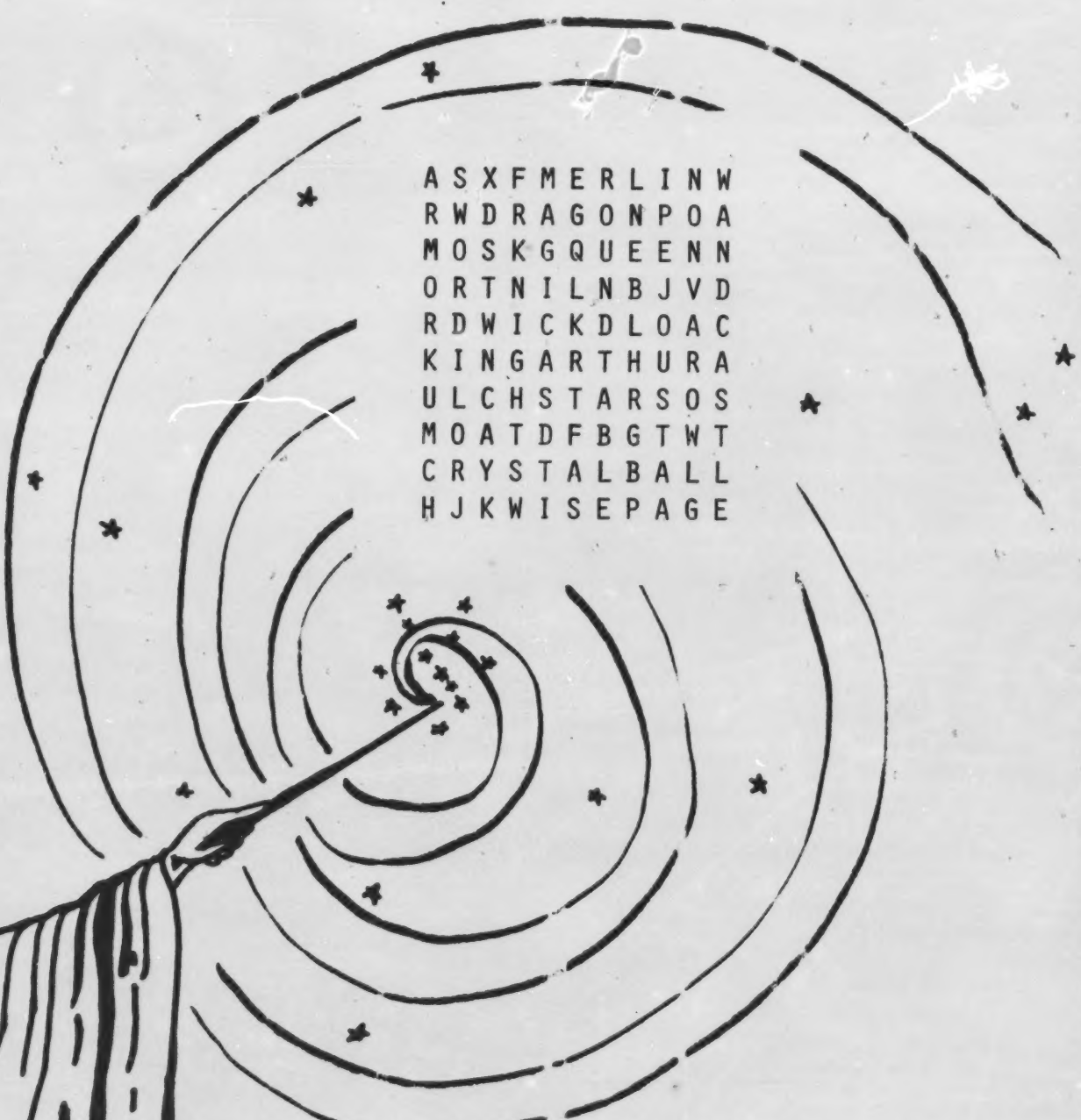
GAMES AND GIVEAWAYS

F	L	Y	I	N	G	C	A	R	P	E	T	S	T				Y	B
												I				R		R
			A	M	U	L	E	T				B				E		O
			I		I							B				C		W
			D		N					O					R			N
			S	R	C			H				O				M		I
			U	E	A							S				E		E
			M	C	N			M	E	R	L	I	N		R			
			M	N	T			A						M		P		
			E	A	A			G	D				A		S		O	F
S			R	M	T			I	E			I		E		T		L
L				O	I			C	M		D		H			I		A
L				R	O				O			C					O	D
E				C	N				N	T							N	N
P	I	X	I	E					S	I		T	R	O	L	L	S	A
S				N	D	N	A	W	I	Z	A	R	D					G

Wizardly Words Answer Sheet

Contributed by HOLLY SANHUBER

MERLIN'S MAGIC WORD SEARCH



ASXFMERLINW
 RWDRAGONPOA
 MOSKGQUEENN
 ORTNILNBJVD
 RDWICKDLOAC
 KINGARTHURA
 ULCHSTARSOS
 MOATDFBGTWT
 CRYSTALBALL
 HJKWISEPAGE

Find and circle the following words:

joust
 round table
 Merlin
 King Arthur
 queen
 crystal ball
 castle
 knight
 dragon

wand
 magic
 owl
 moat
 armor
 page
 stars
 wise
 sword

No key provided.

Contributed by RODNEY BLAND

GAMES AND GIVEAWAYS
WORLD OF MERLIN WORD SEARCH

-56-

You will find many words at the bottom of the page. These words are hidden in the box below. You must look across, down, diagonally, backward and forward to find the answers.....

E	X	C	A	L	I	B	U	R	C	A	R	O	C	C
P	W	A	N	D	D	L	E	H	J	E	S	T	E	R
S	R	S	U	L	R	L	A	N	C	E	L	O	T	O
M	O	T	S	P	A	U	P	O	S	P	E	L	L	S
L	S	I	E	K	G	R	P	R	I	N	C	E	S	S
Q	U	E	E	N	O	V	C	U	A	B	E	R	E	B
M	E	R	L	I	N	S	I	P	N	G	H	O	I	O
Z	N	P	O	G	R	S	G	B	C	I	P	A	C	W
C	S	R	U	H	T	R	A	S	W	E	C	A	L	E
A	S	I	D	T	A	O	M	G	N	O	R	O	S	I
T	E	N	T	N	S	R	Y	K	U	T	E	F	R	L
A	H	C	O	A	O	Y	U	D	U	N	G	E	O	N
P	C	E	L	S	R	S	T	G	E	O	R	G	E	I
U	A	B	E	A	C	W	S	R	M	E	N	O	R	D
L	R	T	M	E	E	O	W	K	Y	E	S	L	A	F
T	M	R	A	P	R	F	O	I	S	E	T	E	L	Y
H	O	E	C	P	E	H	R	N	O	I	T	O	P	G
D	R	A	W	B	R	I	D	G	E	N	A	L	S	I

MERLIN
QUEEN
DRAWBRIDGE
CAMELOT
DUNGEON
PRINCESS
JESTER
POTION

CASTLE
SWORD
WAND
ARTHUR
CATAPULT
PEASANT
EXCALIBUR
SPELLS

KNIGHT
DRAGON
SORCERER
LANCELOT
CROSSBOW
UNICORN
CHESS

KING
MOAT
MAGIC
ST. GEORGE
PRINCE
ARMOR
TENT

No key provided.

60

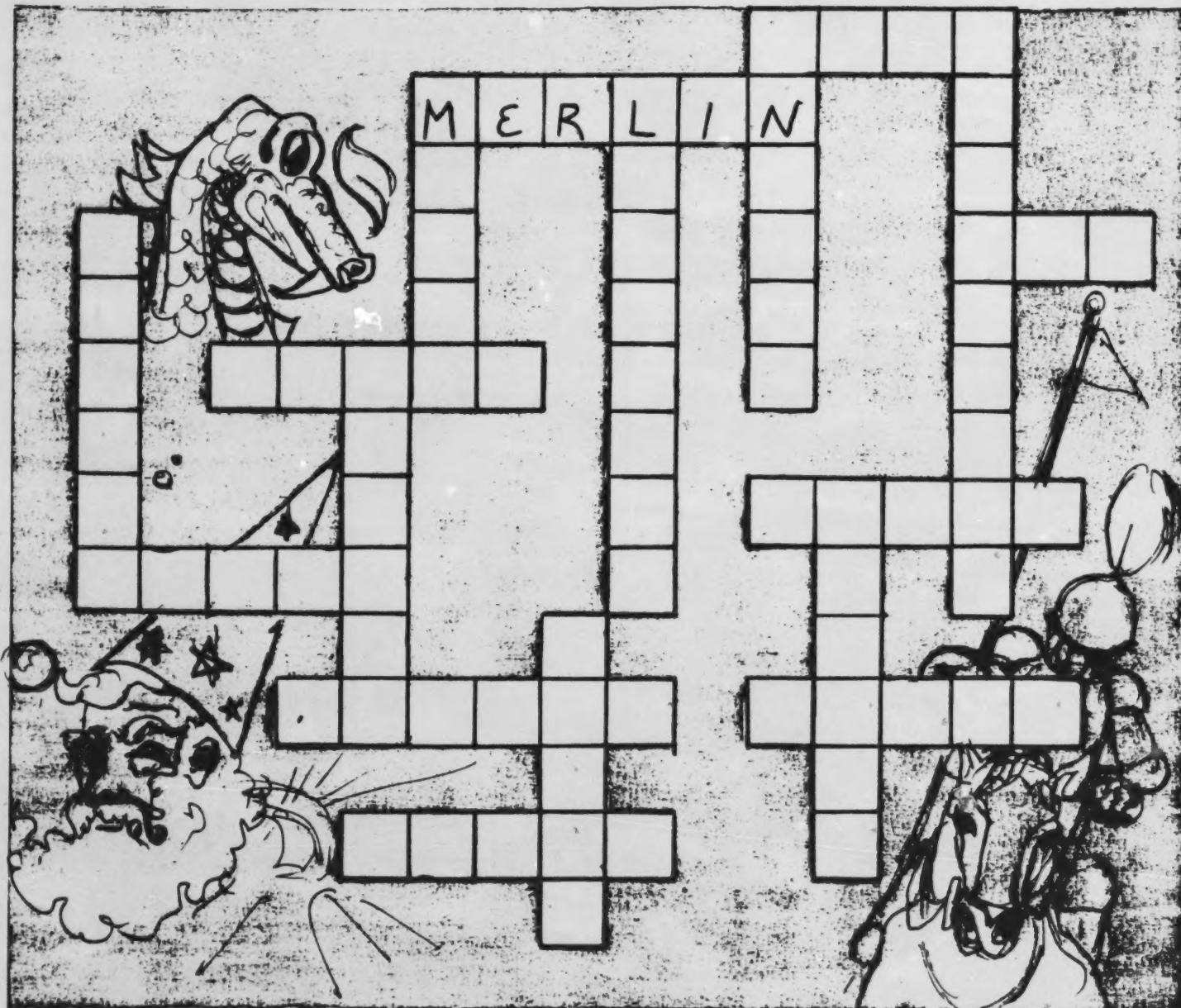
Contributed by: Curt LeMay, Marathon County Public Library, Wausau

A WORD GAME WITH MERLIN

Find a way to fit
the listed words
into the empty
squares. Start
with those attached
to Merlin.

GAMES AND GIVEAWAYS

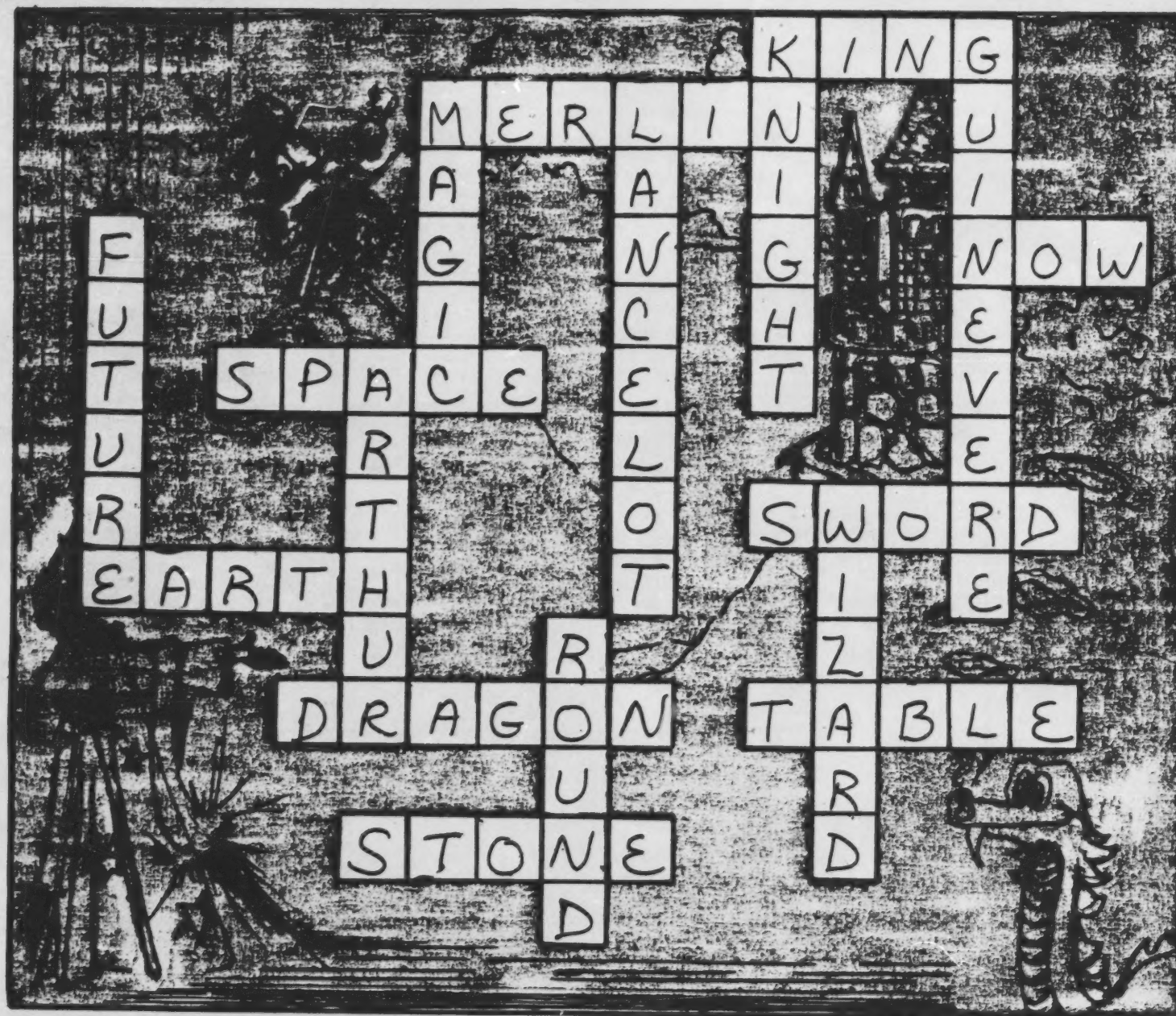
FUTURE
MAGIC
SPACE
ARTHUR
DRAGON
GUINEVERE
LANCELOT
KING
KNIGHT
SWORD
ROUND
TABLE
NOW
EARTH
WIZARD
STONE



ANSWER
SHEET
FOR
A
WORD
GAME
WITH
MERLIN

GAMES AND GIVEAWAYS

63



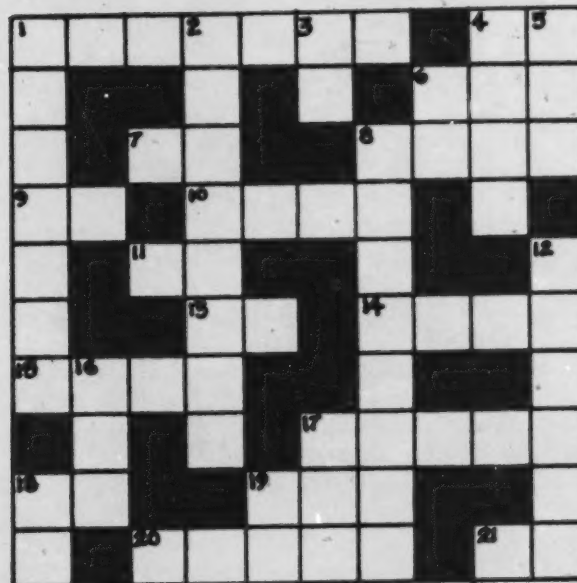
CONTRIBUTED BY JOAN AIROLDI

64

GAMES AND GIVEAWAYS

-59-

Crossword Puzzle



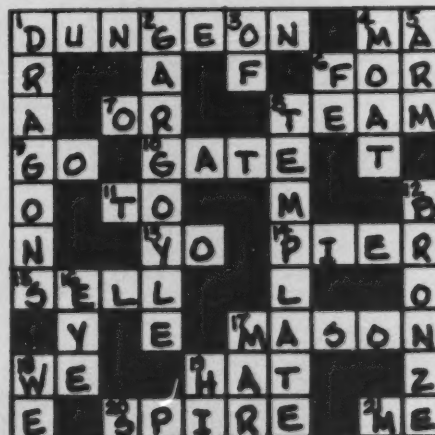
ACROSS

1. Castle jail
4. Mother
6. "An eye ____ an eye"
7. Either
9. Leave
10. Barrier
11. Towards
13. "I" in Spain
14. Pillar, support
15. Trade
17. Master bricklayer
18. Us
19. Cap
20. Steeple
21. Myself

DOWN

1. Firebreathing creatures
2. Beastly waterspout
3. From
4. Watery ditch
5. Between shoulder and hand
6. Felix Enderby's initials
8. Pattern
12. Metal for bells
16. Seeing organ
17. Spoil
18. Us
19. Hello

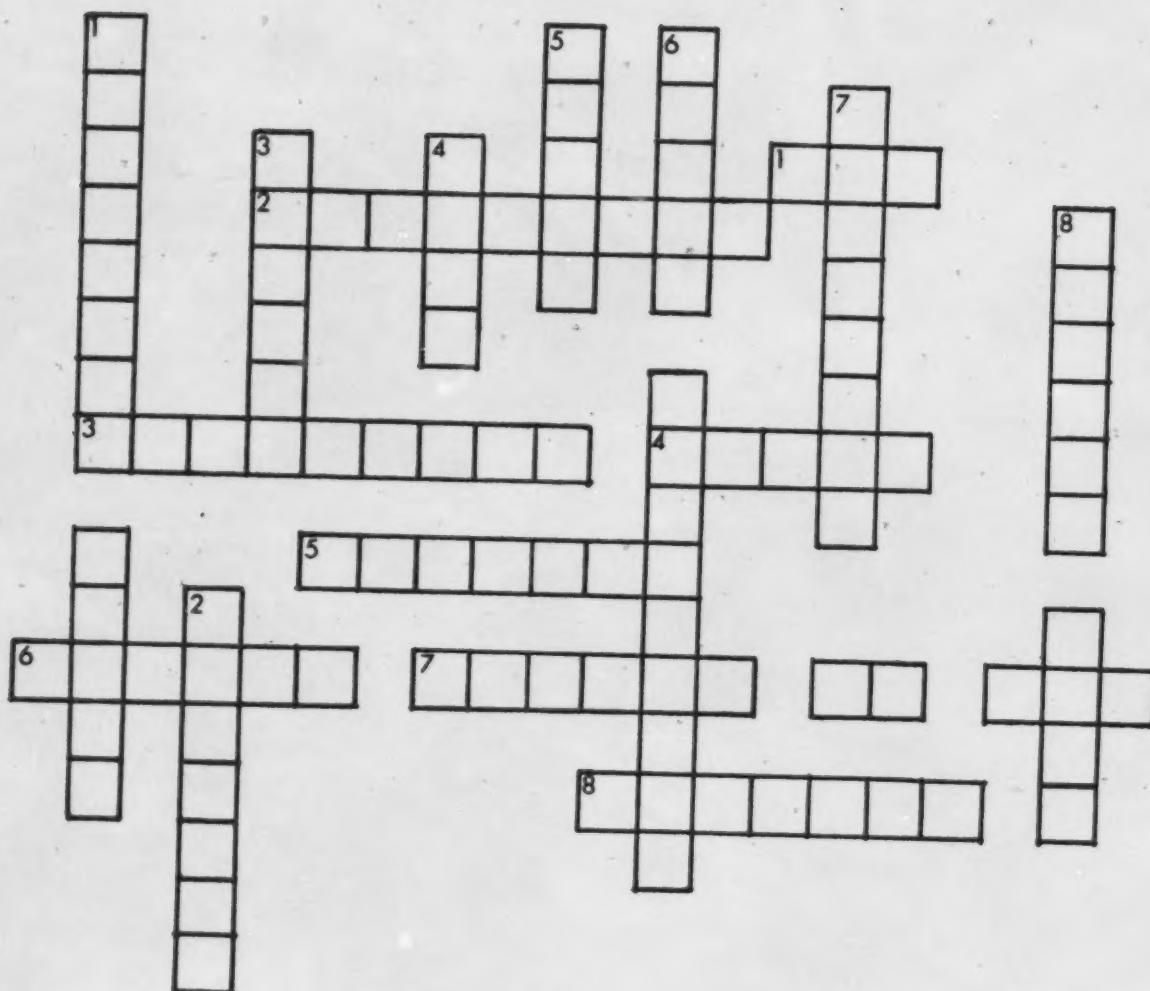
Key



Contributed by

JOYCE PETERSON

KING ARTHUR
and the Knights of the Round Table



Contributed by CATHERINE VAN SUSTERN

GAMES AND GIVEAWAYS

KING ARTHUR AND THE KNIGHTS OF THE ROUND TABLE PUZZLE

DOWN

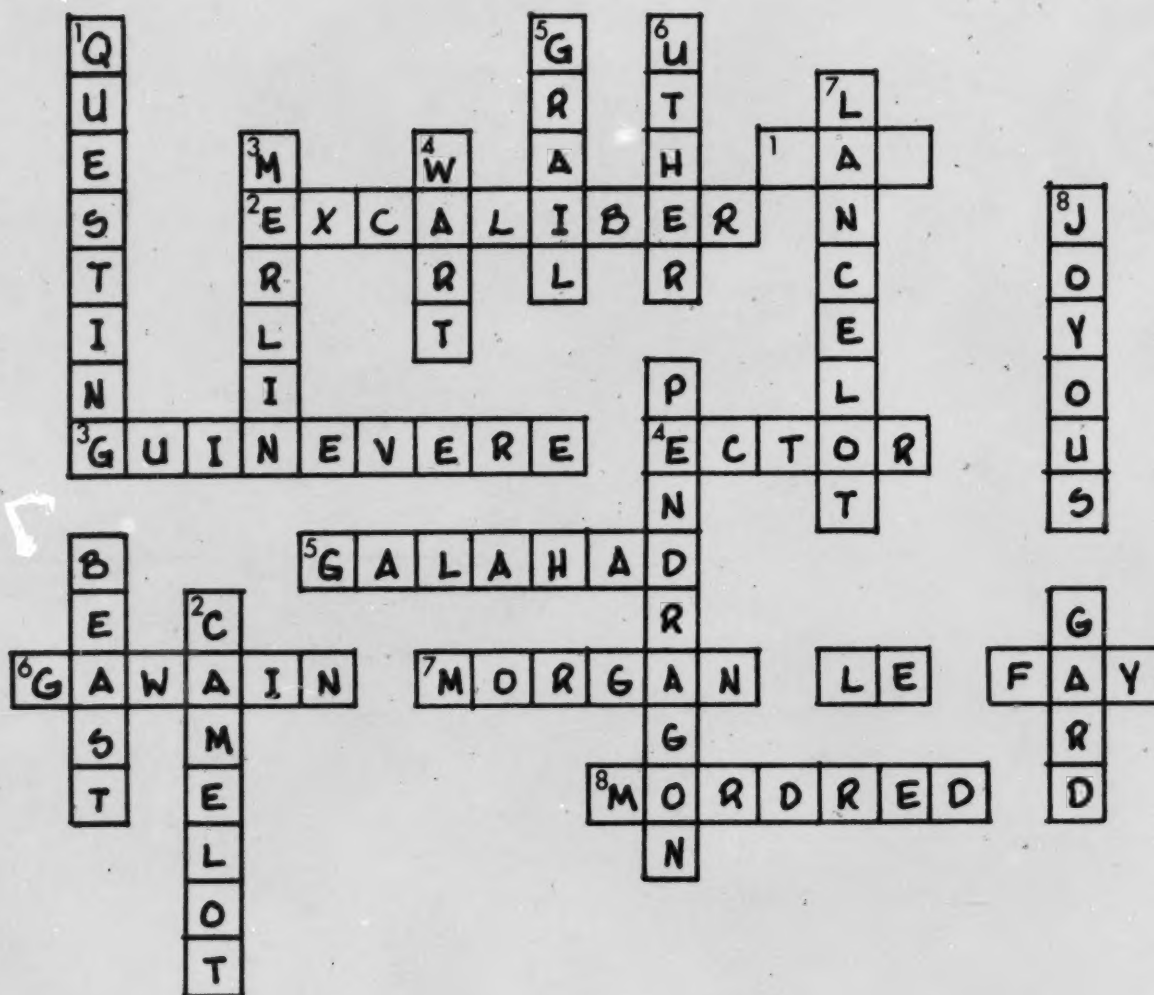
1. The _____ was a strange and wonderful creature for whom Sir Pellinor was always searching (2 words)
2. The name of the kingdom which King Arthur ruled was _____.
3. _____ was the famous magician, or wizard, of King Arthur's court who lived backwards in time.
4. The nickname given to Arthur by his friend, a wizard, when he was just a young boy was _____.
5. The Holy _____ was believed to be the cup used at the Last Supper. Many knights sought this precious object.
6. Arthur's father was called _____.
7. Sir _____ was known as the noblest of King Arthur's knights. His love for the Queen eventually led to the destruction of Arthur's kingdom.
8. _____ was the name of the castle to which the Queen was taken to prevent her being burned to death.

ACROSS

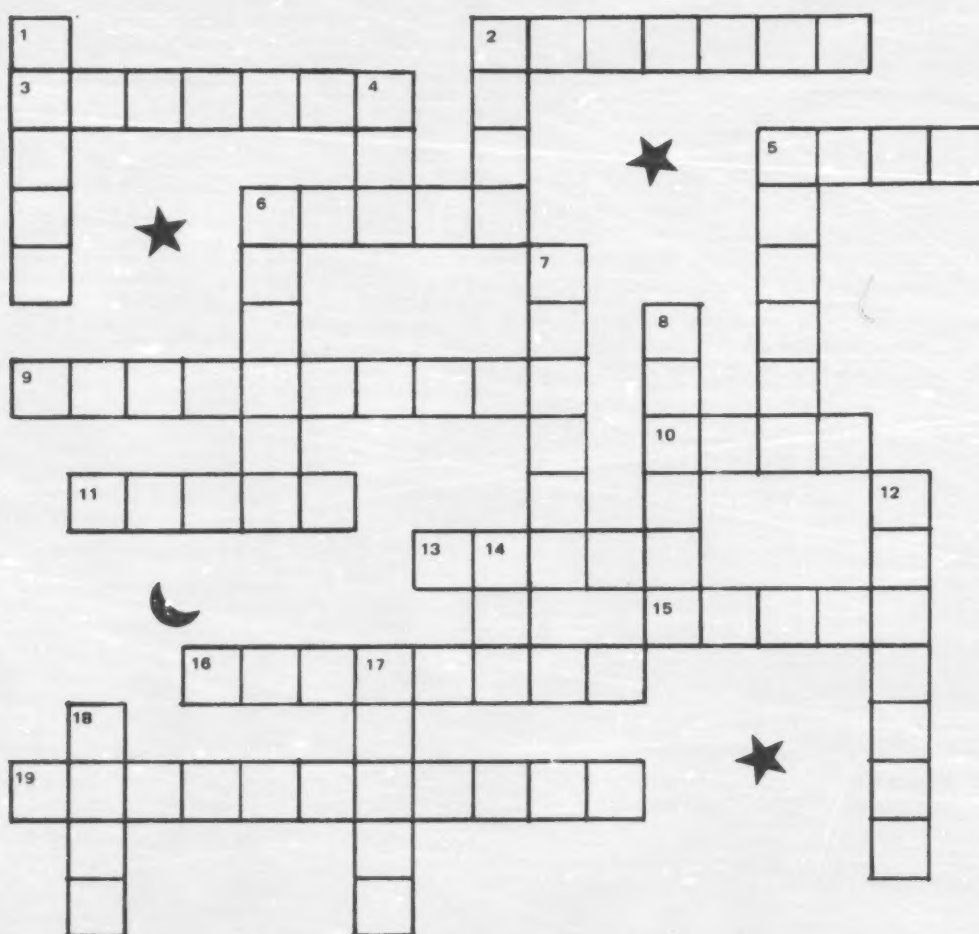
1. Arthur grew up with Sir _____, his foster brother, the son of Arthur's guardian.
2. King Arthur's sword, the sword in the stone, was called _____.
3. _____ was married to King Arthur.
4. Sir _____ was Arthur's guardian when he was growing up.
5. _____, a noble knight of the Round Table, was the son of Lancelot.
6. One of the bravest of Arthur's knights, Sir _____ was best known for his encounter with the Green Knight.
7. _____, Arthur's sister, was an evil sorceress.
8. One of King Arthur's nephews, _____, eventually caused the downfall of Camelot through his plotting against King Arthur's most noble knight.

KING ARTHUR
AND THE KNIGHTS OF THE ROUND TABLE

KEY



Contributed by CATHERINE VAN SUSTERN

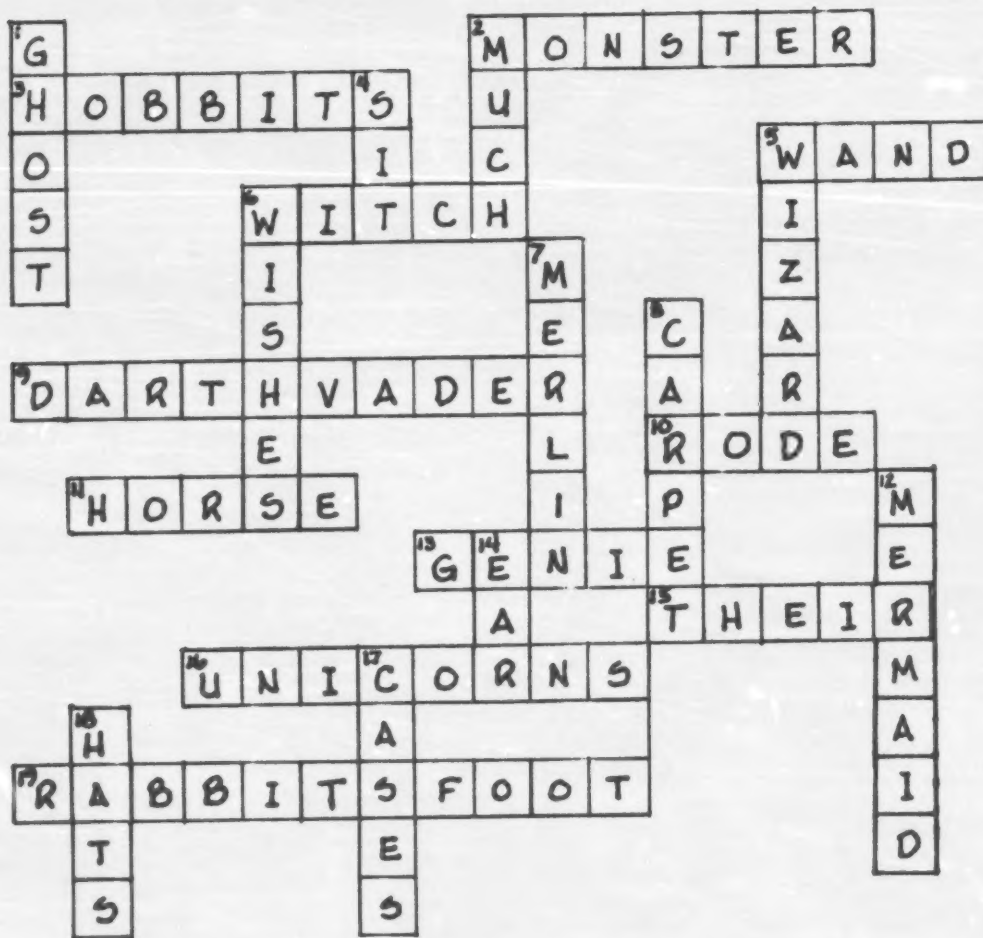


ACROSS

2. It may live in Loch Ness
3. They live in the Middle Earth
5. A magician waves one
6. She is said to fly through the air riding a broom
9. Luke Skywalker's foe (2 words)
10. Occupied a horse
11. Pegasus was a flying _____.
13. Who appeared when Aladdin rubbed the lamp?
15. Belonged to them
16. They had one horn
19. Some people carry one for luck (2 words)

DOWN

1. At Halloween it wears long white sheets
2. Lots
4. Opposite of stand
5. He casts spells
6. Magical creatures grant them
7. King Aurthur's teacher
8. A magical ride would occur on a flying _____.
12. She has a finny tail
14. You hear with it
17. Police detectives work on them
18. Rabbits are pulled from them



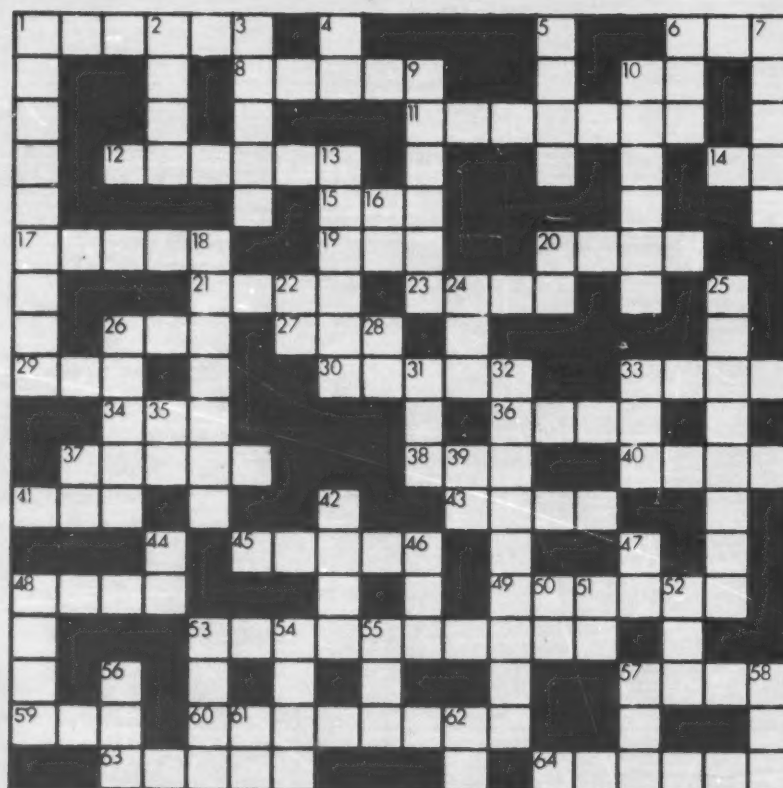
GAMES AND GIVEAWAYS

-65-

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ACROSS

1. Famous wizard
6. Small barrel
8. Asian country
10. Greek letter used in math
11. Lionhearted king
12. Merlin's king
14. , she; him, her
15. A long time
17. Spells and charms
19. Weapon with arrows
20. Wealthy
21. Person from Arabia
23. Medieval slave
26. Total in addition
27. False hair
29. Uncooked
30. Tall part of a castle
33. Percussion instrument
34. Hooting bird
36. Nasty creature
37. Knight's special protection
38. Steal
40. Put on clothes
41. Also
43. Queen's husband
45. Tournament
48. Great tower of a castle

49. Stays in the air
53. Robin Hood's friend
57. A lord's estate
59. Ocean
60. Robin Hood's forest
63. Mound of earth for castle
64. Castle keep

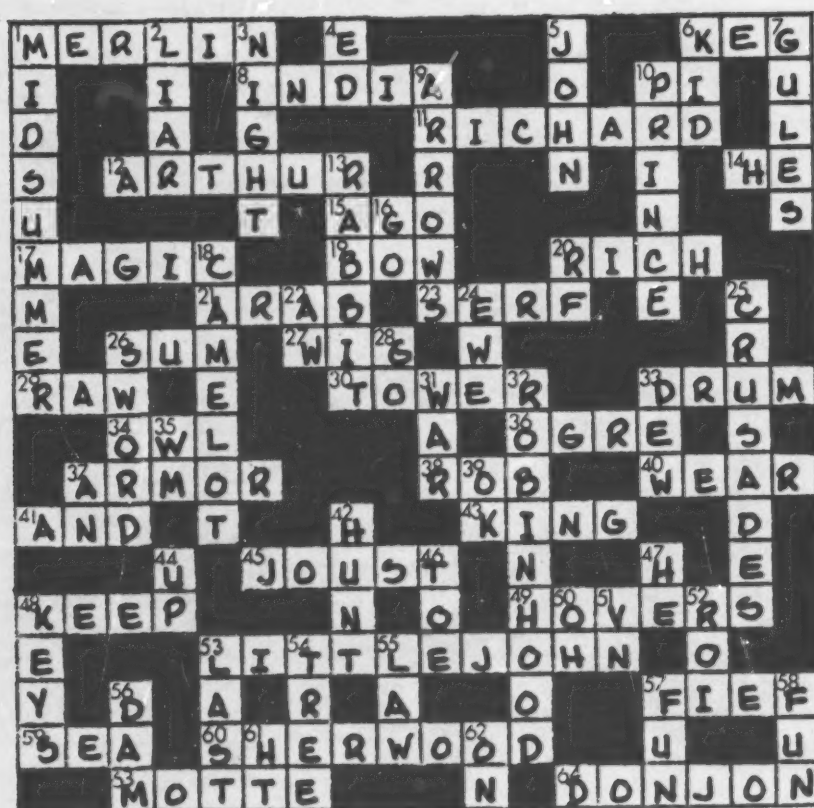
DOWN

1. June 21st
2. Teller of falsehoods
3. After day
4. Edward or Edgar
5. Richard's brother
6. Young goat
7. Red in heraldry
9. Used with 19 across
10. King's son
13. Furry animal
16. Leave
18. Arthur's home
20. Initials of Robin Freeman
22. "Open your mouth and say"
24. Female sheep

25. Holy wars
26. Knight's best weapon
28. Same as 16 down
31. Battles
32. Famous outlaw
33. Moisture
35. Abbreviation of William
37. A bird, orange
39. All right
42. Favorite medieval sport
44. Above
46. Part of a foot
47. Same as 14 across
48. Lock openers
50. Interjection
51. Valentine Nod's initials
52. French for king
53. Final
54. Leafy plant
55. Rule
56. Beaver's home
57. Enjoyment
58. Same as 57 down
61. Horace Timley's initials
62. Not off

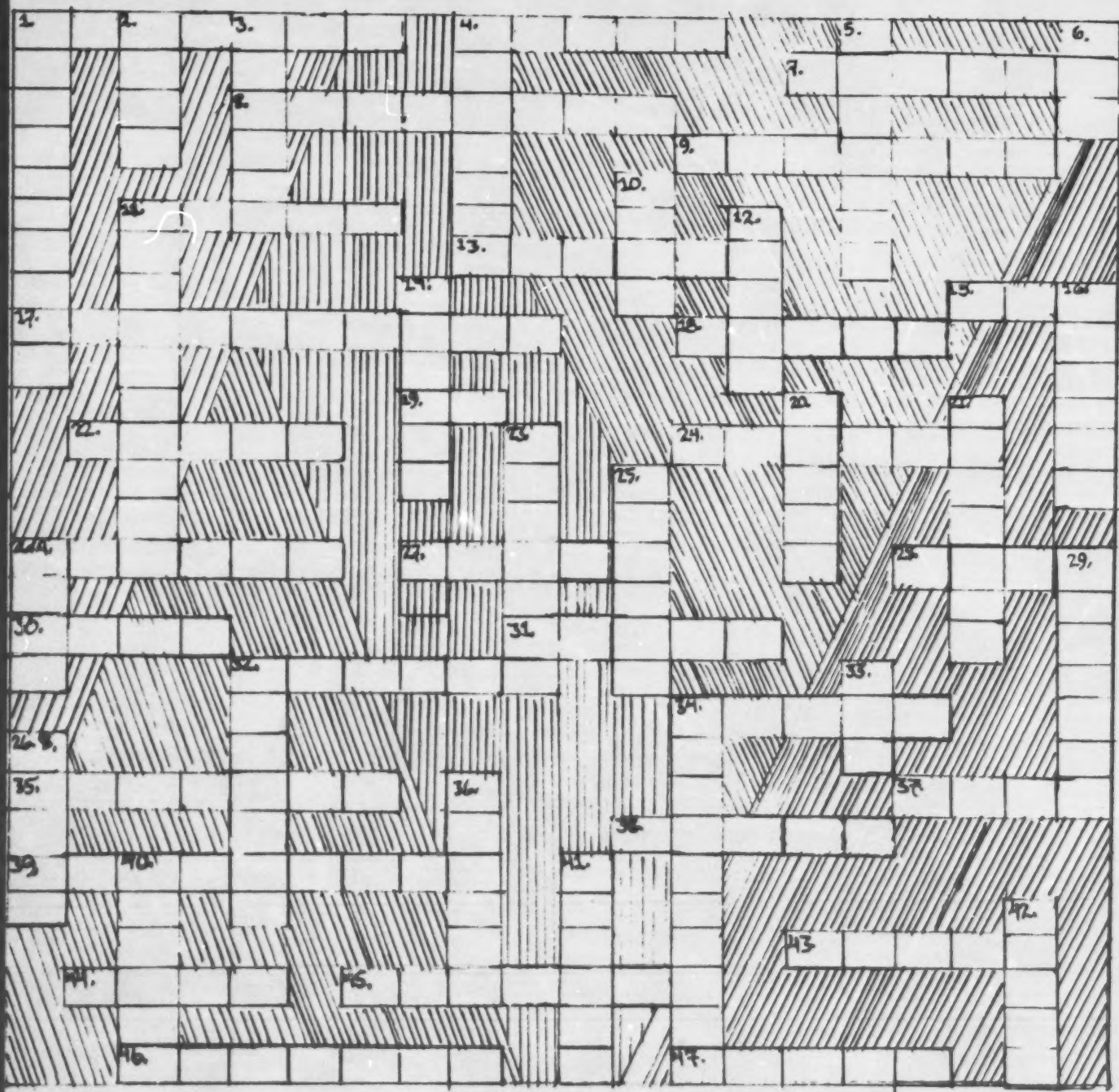
GAMES AND GIVEAWAYS

"Puzzle Key"



Contributed by JOYCE PETERSON

Merlin's Magical Crossword Puzzle



Contributed by Chuck Schact

GAMES AND GIVEAWAYS

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Merlin's Magical Crossword Puzzle

ACROSS

1. Shakespeare's queen of the fairies
4. Ancient king who had the golden touch
7. Merlin's king
8. A beautiful fairytale prisoner with long blonde hair
9. Tolkien's wonderful wizard
12. The terrible dragon against which The Hobbit and his friends must strive
13. The evil witch in Ruth Nichol's The Marrow of the World
15. Raymond Brigg's brave young hero who helped the giant he found
17. Beautiful homeland of the tree elves in Tolkien's Lord of the Rings books
18. The hero of The Hobbit
19. Land ruled by the most famous wizard
22. Lloyd Alexander's king of evil and darkness
24. Fairy king of Midsummer Night's Dream
26. Evil spider whom Frodo battles in Tolkien's The Two Towers
27. Mythical animal who is the hero of McHargue's Stoneflight
28. Farmer who helped raid Lloyd Alexander's pig keeper turned hero
30. A member of the evil breed of cave dwelling creatures who capture the dwarves in The Hobbit (singular form)
31. God-like animal who created C.S. Lewis's mythical land
32. Bartholomew Cubbins' foolish king
34. Lloyd Alexander's hero who rose from pig keeper to king in a magic land
35. Dwarf hero of Alan Garner's Moon of Gomerath
37. Tolkien's ancient, noble race of talking trees
38. Home town of the Wizard of Oz
39. King Arthur's sword
43. Resourceful magician's apprentice in Mercer Mayer's The Special Trick
44. Leader of the Norse Gods
45. Alan Garner's wise wizard in Moon of Gomerath and Wierdstone of Brisingamen
46. Lloyd Alexander's liberated princess
47. Went Through the Looking Glass to Wonderland

Contributed by CHUCK SCHACHT

GAMES AND GIVEAWAYS

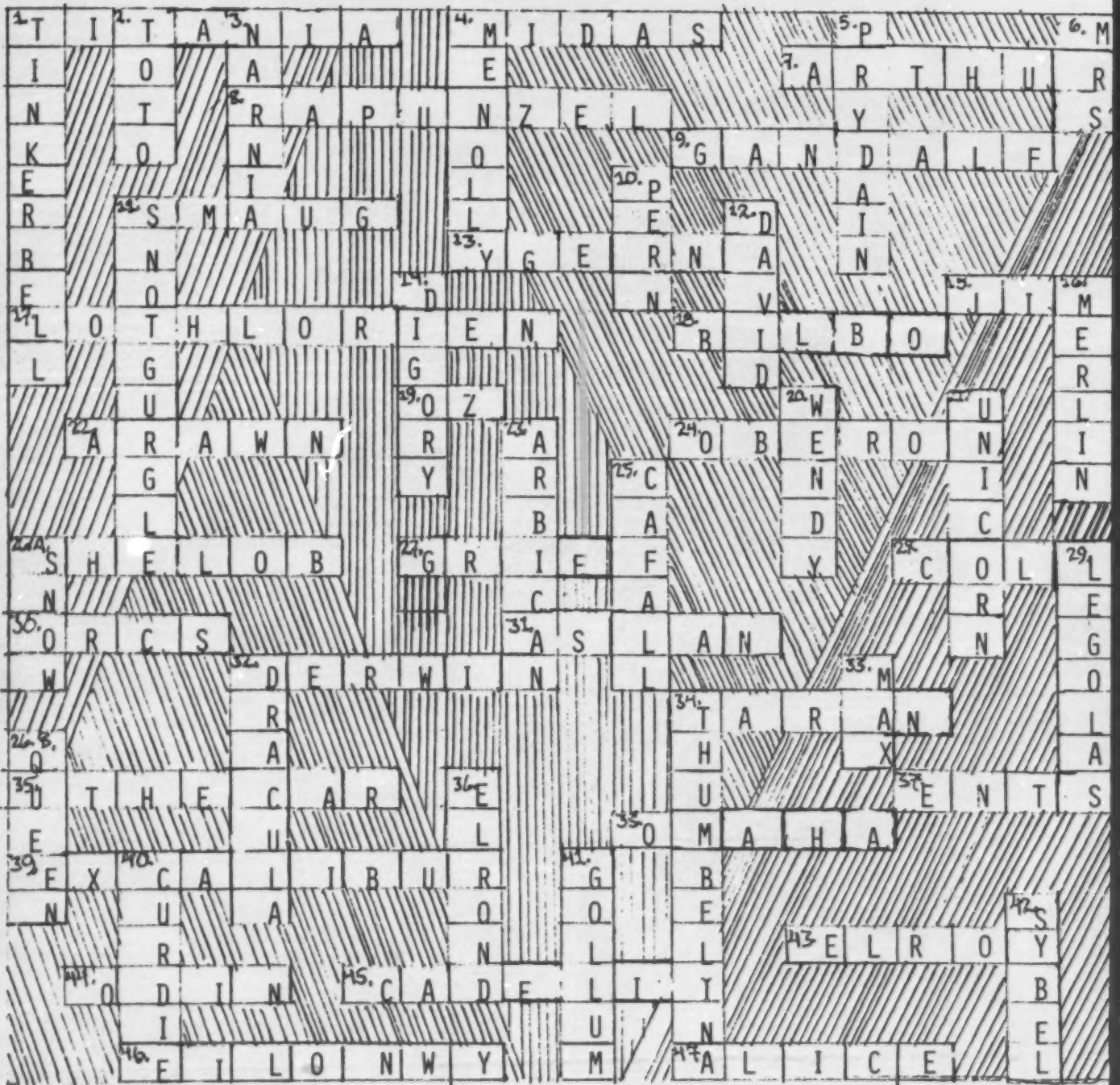
Merlin's Magical Crossword Puzzle

DOWN

1. Peter's friend and Wendy's rival
2. Dorothy's faithful, furry companion on the yellow brick road
3. C.S. Lewis's mythical, magical land
4. McCaffrey's heroine who teaches the fire dragons to sing
5. Lloyd Alexander's wonder-filled kingdom
6. John Bellair's good witch in The House With A Clock In Its Walls
10. Land of the dragon riders in Anne McCaffrey's books
11. A rare but huge and horrible enemy of Wil Huygen's Gnomes
12. Disappears into a crack in time in William Mayne's Earthfasts
14. The boy who is C.S. Lewis's The Magician's Nephew
16. The court wizard
20. Went to Neverland to tell stories to all of the lost boys
21. Mythological beast of great beauty and grace
23. Lloyd Alexander's bumbling Wizard in the Tree
25. Canine hero of Susan Cooper's Grey King
- 26A. Hans Christian Anderson's evil enchantress with a heart of ice (first word)
- 26B. Hans Christian Anderson's evil enchantress with a heart of ice (second word)
29. Brave elf who was a member of Tolkien's Fellowship of the Ring
32. The most infamous of all vampires
33. He journeyed across a night and a day to Where the Wild Things Are
34. Tiny fairytale heroine who nearly had to marry a mole
36. Wise elvish master of Rivendell, the Last Homely House, in Tolkien's books
40. Boy who had no fear of goblins in George MacDonald's Princess books
41. Cunning, miserable creature who would do anything to get his ring back from The Hobbit
42. Sorceress ruler of The Forgotten Beasts of Eld

Merlin's Magical Crossword Puzzle

ANSWER SHEET



Contributed by Chuck Schact

THEME: MERLIN'S MIDSUMMER MAGIC

PROJECTS, ACTIVITIES, EVENTS

The following story line was developed by JUDY WENZEL, West Bend Library, in 1979 to augment the theme, "The Wizard of the Golden Orb Searches for Superpeople." (She has a neat wizard costume, too.) Children put riddles in a golden box near the Wizard's throne, and the Wizard made weekly appearances to answer them and other puzzles such as who really was the giant toad (paper maché head, brown leotard with knickers and vest) who had been following him through the centuries. Could he have been enchanted, or was he just a toad? Children wrote their own spells... to be tried by the Wizard at the beginning of each program. Of course, none of them worked... until the final program. (We used summer readers, pages and the Wizard in a skit at the closing party.)

The answer was a Scytale (Gardner, Codes Ciphers & Secret Writing) embroidered on a felt strip which hung on the Wizard's throne all summer and could be read only when wound around the Wizard's cane. The message: "Read a book and share it with a friend!" Some of the best riddles the Wizard used came from Riddles of Many Lands by Carl Withers. The other-world quality seemed magical to the children.

A good story to tell is McDermott's The Crystal Apple; we told them they didn't need a crystal apple or a golden Orb...the magic is in them and grows through the books they read.

We also went to a magic store and invested in a finger tip which came with a little red handkerchief. The Wizard could blow his nose and then make it disappear. Children loved it because they weren't expecting it.

One eyelash
3 human hairs
1 tsp. water
dash of salt
mix together
give toad 1 step.

Robbie Dobson

Spell
abra ca doo see
micha ca boosee
change back into
your self!

"Sampling of spells"

PROJECTS, ACTIVITIES, EVENTS

CREATIVE DRAMA IDEAS

Submitted by Helen Mabrey, L. E. Phillips Memorial Public Library, Eau Claire, Wisconsin.

Read or tell the story, "Goodbye to a Greedy Dragon." Then repeat the story and point to individuals or groups at the appropriate times to make the pre-assigned noises and sound effects (suggested in the text) to drive away the greedy dragon. The story is found on pages 94-99 in Creative Drama and Musical Activities for Children (improvised movement, action songs, games, rhymes, and playlets) by Robina Beckles Willson (Plays, Inc., 1977). This same book contains the story, "The Boy and the Wizard," (pages 62-66) to be pantomimed to Dukas' Music, "The Sorcerer's Apprentice."

The following collections of folk and fairy tales have been useful to creative drama leaders (but librarians know hundreds more!)

Kase, C. Robert. Stories for Creative Acting: Stories Recommended and Used Successfully by Leading Creative Dramatics Directors, and Teachers. Samuel French, 1961. (stories for ages 4-15)

Siks, Geraldine Brain. Children's Literature for Dramatization. Harper and Row, 1964. (stories and poetry for ages 5-15)

Ward, Winifred. Stories to Dramatize. The Children's Theatre Press, 1952. (stories for ages 5-14)

In the "Dance-A-Story" series (available in record or cassette with a leader's guidebook) there is a recording called The Magic Mountain by Anne and Paul Barlin. (R.C.A., LE 103 1964). Through pantomime and creative movement young children can visit the magic mountain and turn into everything they see.

In her book, Creative Dramatics in the Classroom, Nelie McCaslin (David McKay, 1974, 2nd ed.) suggests the

PROJECTS, ACTIVITIES, EVENTS

use of the story, "The Golden Touch" (page 111) for creative playing (no script) and gives a summary of the story. This story of magic is one to which most groups respond. The following are suggested scenes for improvisations which I have used in my classes after reading the story and reviewing the plot. (Children can plan what scenes are needed.)

Scene I. Storeroom scene

- A. King Midas goes to his storeroom and locks himself in with his treasures to admire and count them. Discuss with the children what kinds of treasures (coins, various kinds of jewels and jewelry, fancy swords, etc.) might be in the storeroom, discuss the king's feeling, and how he might show these feelings, what containers, furniture, other objects might be in the room, location of door, keys, etc. How would the king handle these objects? Talk about the size, shape, texture, etc., of these objects. How many different ways can he count the coins? I usually have the entire class (everyone is Midas) pantomime this scene separately but at the same time. Afterwards someone might want to share his version with the whole group. No two will be alike!
- B. Stranger enters the locked room and gives King Midas the golden touch. Possible questions to use in planning: What is the stranger like? How does he get into the locked room or how does he suddenly appear? What is the mood of the stranger? What gesture can the stranger use to perform his magic on Midas? Does the king believe the stranger, etc. How does the stranger leave and the scene end? Choose pairs to play scene in groups at same time. Some might want to share their scene in front of whole class.

Scene II. King tries out golden touch.

A. King's bedroom

What are the king's feelings? Doubt? Disbelief? Fear? Impatience? Excitement? etc. What does he touch? Blankets? Slippers? Comb, etc.? Experiment with how it feels to put on heavy metal clothes, to sit in them, to walk in them, etc. How can the players show the weight of the clothing? Each child can be Midas at the same time and share this scene if he wants to later.

PROJECTS, ACTIVITIES, EVENTS

B. Garden

Midas tries out his "touch" here. What does it feel like to walk on hard grass? What kinds of plants in the garden are turned to gold? What does a gold flower feel like? Smell like? What is the king's reaction?

Scene III. Breakfast scene

A. Who is needed in this scene? Servant? What furniture is needed? What does servant do? What is being served? How is the table set? What are Marigold's feelings at the opening? How does she show her feelings about the golden roses? What does the king say to her? What does it feel to try to eat golden fruit, drink gold, etc.? What is the king's reaction? How does he show his reaction? How does he show his anguish when he turns his own daughter into gold? Does he believe his own eyes? Try to shake her? Divide class into pairs (or larger if a servant or two is needed) to improvise this scene.

B. Stranger reappears

What is the stranger's mood? What are his feelings about Midas? How does he show his feelings? How does he get into this scene? What is Midas reaction? Divide groups into threes (Marigold, as one of the three, is motionless, for playing.)

Scene IV. King loses the golden touch

A. King bathes in water, fills pitcher, and pours water over everything. How does he get into brook and how does he bathe? What is king's feeling as he bathes? How do his feelings change? What does he change back into its natural state? What is his reaction to his clothes and to each object as changes occur? Don't forget the imaginary pitcher! Each child can play this scene alone at the same time.

B. Marigold is restored to life

Where does Midas place the water on his daughter? Does he pour all the water at once on her? Or does he pour carefully? Does she gradually come to life? What are her feelings? Surprise? What does Midas feel? How does he express his feelings?

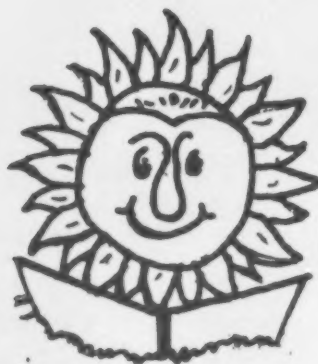
PROJECTS, ACTIVITIES, EVENTS

How does the story end? (Some children might be reluctant to show strong emotion at the "reunion.") Divide class into pairs to play.

Nellie McCaslin gives some suggestions for approaching the playing of this story and mentions other scenes which some groups have used to open the story. She stresses the importance of working on one small scene at a time. Each participant and each group will vary in their ability and interest in planning, evaluating, replaying, and sharing the scenes with classmates. The first playings of a scene will be "thin" in spite of careful planning. Older and more experienced groups will be capable of creating richer details in character, dialogue, and action, but keep the fun in the creative process no matter what!

The age, size, experience and interests of the group, the length and frequency of the class sessions, and the size of the room (is it large enough for 15 kings to move around and perhaps talk all at once?) will affect the progress made on the story. In addition, the amount of planning, evaluation, and number of replays will affect the progress.

If the group absolutely insists upon sharing their "play" to an audience (other than to fellow classmates), then choose the cast (up to this time the cast has changed very frequently) and refine the playing. However, there are few characters in this story, so choosing a "final cast" for one presentation to an audience might not be advisable. If your group is doing children's theater (memorized script, etc.), a creative drama approach in the beginning can aid the players in developing the characters and understanding the other elements in the story.



PROJECTS, ACTIVITIES, EVENTS

JOYCE PETERSON:

For authentic table games try fox and geese, dominoes, Alquerque, Tourne-case, and draughts (checkers) which can be found in R.C. Bell's Board and Table Games From Many Civilizations (Oxford, 1960). A program demonstrating the games and explaining the rules early in the summer could lead to a season's worth of play. And there's always chess, one of the arts that knights were expected to perfect. A summer-long tourney or a human chess game could spark a lot of interest. If you have a local chess club, ask them for help.

Summer is a growing season and who can resist flowers? Have children plant seeds in paper cups and tell them what that particular flower means in the language of flowers. One list of their meanings can be found in Daphne Barraclough's A Flower-Lover's Miscellany (Frederick Warne, 1961). A book of suitable stories is Charles L. Gary's Flower Fables (EPM Publications, Inc., 1978).

Add color to your programs with stained glass windows. Various ways of producing the stained glass effect--without glass--are explained in Singing Windows by Mary Young (Abingdon, 1962) and in Henry Pluckrose's Introducing Crayon Techniques (Watson-Guptill Publications, 1967). Singing windows also gives a good history of the art and explains some of the stories behind famous cathedral windows.

Sewing and embroidery took up a lot of girls' and women's time in the middle ages. After showing pictures of the clothing worn and the tapestries produced (Denny, Norman. The Bayeux Tapestry. Atheneum, 1966), a smaller project such as hemming a handkerchief and embroidering a design or initial will seem well in reach of your children's abilities. Basic stitches can be found in Carolyn Meyer's Stitch by Stitch (HBJ, 1970).

Have children develop their own coat of arms with help from Iain Moncreiffe of Ilk's Simple Heraldry (Mayflower Books, 1979). Simple ones could be made into crayon transfers for t-shirts. Have a contest to design a coat of arms for the library or various departments of the library.

Search out interesting manhole covers and similar street art and go into rubbings. Coins and interesting surfaces can also be used indoors. Project ideas can be found in Michael Kingsley Skinner's How to Make Rubbings (Van Nostrand Reinhold, 1972) and in Henry Pluckrose's Introducing Crayon Techniques.

An on-going group project in castle building is explained in detail in Castles: A Read and Build Book (Wayland, 1975).

Easy craft projects for preschoolers are magic wands, crowns, and magicians' hats. Bright crayons or markers and glitter catch the eye and crepe paper streamers hanging just below the star in a wand give that added touch.

PROJECTS, ACTIVITIES, EVENTS

JOAN MUELLER:

Story Magic - hire a storyteller

"Mr. Wizard" Demonstration - make arrangements with chemistry or physics teacher from local schools before the end of the school year. Ask students to demonstrate science fair projects.

Cast some spells - with a spelling bee; your CESA sponsors a spelling bee each year. Draw on the expertise of the CESA coordinator before the end of the school year.

Celebrate Midsummer Eve - with an evening program. The 1981 UNICEF Children's Calendar indicates that Midsummer Eve will be celebrated in Sweden on June 19. Track down folk customs for celebrating the beginning of summer.

Celebrate the beginning of winter - in the Southern hemisphere with snow stories. Put some snow in the freezer this winter to share in June.

Have a "Wizard Week" - with stories and filmstrips.

Have a "Dragon Day" - with stories and filmstrips and dragons.

Have a "Magical Monday" - with stories and filmstrips.

"Get into the reading Hobbit" - give Tolkien fans, young and older, an opportunity to get together and talk about their obsession.

Read aloud Arthurian legends - a weekly program.

Time Travel - to whatever era for which you can find artifacts or display materials or books or speakers.

Have a fair - make use of regional groups that organize Renaissance fairs.

Celebrate Pinocchio's 100th birthday - Fisher's "Who's Who in Children's Books" indicates that the story was published in "The Children's Journal" in Rome beginning July 7, 1881; it was published in book form in 1883 in Italy. Cosponsor a professional puppet theater performance with a community group. Have a puppet-making workshop or series of puppetry workshops and present the plays to the community.

Too Big For One Book Club - Offer opportunities to discuss the series by Susan Cooper, C.S. Lewis, Edward Eager, et al. Provide an annotated bibliography at the very beginning of the summer. Arrange to borrow added copies from cooperative school libraries.

Trivia Contest - Young researchers get a summer workout tracking down the answers. You'll sharpen some skills developing the questions. Possible themes: holidays around the world, creatures of legend.

PROJECTS, ACTIVITIES, EVENTS

JOAN MUELLER (continued):

Creative Writing - Last summer we published our magazine of children's writing called "Creature Creations". Entries were typed by staff members and run on the System offset press. A suggested 1981 theme: Wishes.

LEE GROSSKREUTZ:

1. Place the names of all the children in the reading program into a pointed, decorated wizard's hat. During a prearranged time, draw one name and appoint that person "Wizard of the Week." Also present a certificate to that person acknowledging their selection as "Wizard of the Week." Give them the wizard's hat.
2. A group of reading whizzes may enjoy preparing a short show of magic tricks which they might present once or twice a week. A catchy name such as "Magic Minutes" might stimulate interest. There are many source books on tricks which children can learn and perform.
3. A select group of junior or senior high school age students can act out exciting scenes from a play such as "The Three Apprentices" found in the April, 1980 edition of Plays-Drama Magazine for Young People.

RODNEY BLAND:

Merlin's Marvelous Masks

Materials needed:

Newspapers cut into 3" strips 12" long
Flour and water made into a thin paste
9" balloons
Poster paints, crayons, pencils, brushes
Paper-colored and white
Long Pan
Single edge razor blades

You need to work in an area where a mess can be made. Have the children wear old play clothes which can be splattered on or bring aprons and other protective clothing (such as men's shirts) which can be easily laundered. Place the cut up newspaper to soak in the glue in the long pan. Blow up the balloons until they are larger than a child's head, and tie off.

Carefully tack the balloon to a piece of wood or cardboard. Lay on strips of glue-soaked newspaper. Cover the balloon thoroughly, leaving a hole at the base large enough for the child to get his head through. Let the balloon sit for a few days to dry and harden. At next meeting, each child can pop the balloon and begin painting and decorating the shell. With the aid of an adult, eye holes and mouth can be cut using the razor blade. Be careful! After the children paint their masks, put aside to dry. Display in the children's room.

PROJECTS, ACTIVITIES, EVENTS

RODNEY BLAND (continued):

The children can read about masks and their uses (rituals, dramatics) and the cultures that used them, as part of this project.

Gone Fishing: For preschoolers, create a Merlin's Magic Fishing Pond to be enjoyed all summer. Write fortunes, clues, or riddles on cardboard fish (attach a small magnet to each). With a string, stick and magnetic sinker, let your youngsters fish for clues to good summer reading.

Create Merlin's Mystery of the Sky Diamonds: You'll need maps, posters or charts of the skies, constellations, planets, etc.; paper, pencils, crayons; telescope (borrowed if possible). Investigate the constellations, stars and planets, using charts, maps or posters of the night and day sky. You could have mobiles of the planets hanging in the library. Arrange to borrow a telescope and have a demonstration of how to use it. Focus on something down the street or in the day sky. Tell the children to look at the night sky, with or without a telescope, with their mothers or fathers and locate some of the stars and planets that you talked about.

You could also arrange a night when the children could look through the telescope and locate some stars, with the help of someone knowledgeable in the area.

Have each child draw a map of the night sky showing his/her favorite constellation. These could be posted in the library.

Include discussions of planetary movements and how it has had an effect upon man's life (astrology, bio-rhythms, etc.) or draw upon the mythology that sprang up around the planets, constellations and their movements.

SHARON CHARLES and BARBARA HUNTINGTON:

The summer program will begin with MERLIN'S MIDSUMMER MAGIC WEEK. There will be a magic workshop three days that week with a librarian dressed as Merlin showing a few simple tricks each day. The main event of the week will be a magician show, of course, hopefully with local talent putting on the show.

During KINGS AND QUEENS WEEK we will have a mad hatters presentation of the 500 Hats of Bartholomew Cubbins, a crown making workshop, and have kids help with the making of a castle to be used in the upcoming parade.

FAIRIES, GIANTS AND TROLLS WEEK the library will be decorated with real giant and miniature books made out of refrigerator boxes etc. and filled with simple stories and illustrations. Children will have a chance to write their own fractured fairy tales, and there will be lots of big and small prizes.

JESTERS, JOKES AND CLOWNS WEEK will be celebrated with a clown-make up workshop, a clown contest (on the lines of the pet show last year), and a juggling demonstration.

PROJECTS, ACTIVITIES, EVENTS

KNIGHTS AND LADIES WEEK will be filled with a needle-work demonstration for the "ladies" (knights too) a fencing demonstration and tournament (knights will use swords they made at the workshop to try to pop the balloons on the helmet of opponents), and an armour workshop in which the kids will make shields, helmets and swords as found in The Great Big Box Book. The library will have a scroll showing the steps required for becoming a knight.

DRAGONS AND DUNGEONS WEEK will be highlighted with a spooky story hour at night for the older children down in the library dungeon. Possibly a selection from Beowulf would be good. Also during the week we'll have a sandcastle building workshop with a pile of sand dumped in our parking lot.

For PRINCES AND PRINCESS WEEK we'll make royal jewelry from playdough and jewels from old jewelry and a puppet show of the story "Princess and the Pea." There also may be a reading of the story "The Frog Prince" with an origami workshop making frogs (that hop).

The final week of the program will probably feature a Medieval Fair with the kids attending in costumes of kings and queens and jesters and knights, etc. with lots of activities (jugglers, musician, etc.) and medieval games.

We hope to take a field trip to the University of Wisconsin Platteville to see the Shakespeare Performers put on their pre-show performance of dances and such.

JOAN AIROLDI and LOIS ALBRECHT:

1. Building a lute, harp or other instruments. Directions for a simple banjo which resembles a lute can be found in Singing Strings, written and illustrated by Larry Kettelkamp, Morrow Junior Books. A program or rhythm instrument making would create a stir -- One source is Rhythms Music and Instruments to Make by John Hawkinson, Albert Whitman and Company.
2. Leapfrog Checkers
An updated version of an old game which could be made by a Friends of the library group -- Detailed instructions can be found in: Fabric Games by Lynn Mayne, Houghton Mifflin, 1978.
3. A program featuring a reading of Sylvester and the Magic Pebble by William Steig. Participants could bring their pet rocks.
4. A night of star gazing for all ages. A local astronomer could be invited to share his or her knowledge accompanied by readings from The Heavenly Zoo retold by Alison Lurie, Farrar, Straus and Giroux.
5. Among popular activities of the Middle Ages which are still used and would work in library programs are: Blind man's bluff; Chess; Backgammon; Top spinning; Juggling; Bobbing for apples; and puppet shows!!

PROJECTS, ACTIVITIES, EVENTS

BEVERLY GOOD :

"MMM" Ideas: Make a step-on playing board on an old sheet showing moat, drawbridge, passageways in a castle with dragon, etc. Use a spinner made from a pizza cardboard and arrow of plastic to move ahead or backwards. Mark with crayons. Children can help color it in.

The same as above could be made on a large piece of posterboard and laminated for playing on a table using bottle caps or miniature set of knights.

Iron-on T-shirts were a big success in other years and are recommended again with appropriate designs created by registrants themselves.

Have a Summer Stamp Club.

Give out information about the hobby of Kings - Coin Collecting.

Make a book of riddles (with a cover showing a Jester) compiled from ideas from each child; duplicate for handouts.

Have children make their own bookmarks with a riddle and jester design, and duplicate to hand out.

Put M & M's in a large jar and have students guess how many, giving a prize to the one to come closest.

Use shields with heraldic designs as posters for students to pin their emblem on as they advance from one book to another.

GAIL SCHULTZ:

In "Easy costumes you don't have to sew" by Goldie Taub Chernoff, Four Winds, 1975, there is a knight's costume, including a helmet made from cardboard milk cartons.

KATHY MITCHELL:

A program on codes and secret writings lends itself well to this theme.

There are many challenging puzzle games on the market today. A collection of these could challenge your young patrons to see how many they can figure out. Some could be timed to see who can solve the puzzle the fastest.

Bringing a magician into the library is always fun for the children. Check on the local level to see if any of your patrons dabble in the art of magic.

PROJECTS, ACTIVITIES, EVENTS

KATHY MITCHELL (continued):

A few years ago we held a magic show in which the children participated. Anyone who wanted to could do one trick during the show. Parents came to see how their children did and everyone had a lot of fun. Of course the level of the tricks varied but everyone got a prize for participating. Card tricks proved to be a little hard to see, especially the kind where the cards are laid out on a table.

Have a King and Queen For A Day Program. Everyone who comes can wear a crown and/or button proclaiming that this is their day. Discuss how kings and queens treat their subjects in order to have a happy kingdom.

A box of costumes and a mirror can allow the children to use their imaginations and create a royal atmosphere in the library. They could also be used to act out stories.

Post a different "magic word" or "spell of the day or week" and see if the children can tell you what story it is from.

For a guessing game put stick candies (magic wands) inside a clear round container (crystal ball) and see who can come closest to the number inside. The winner receives all the magic wands!

The final party could feature a magician or even a fortune teller. For a treat serve Mystery Message Cookies (Creative Activities: Fooling, Childrens Press, c1974, p. 24.). Simply write a message on a small piece of paper and slip it into the cookie before it is baked.

You could use a similar idea for a party game. Put a secret message inside a balloon. The person who picks the balloon has to act out what the message describes.

KRIS ADAMS WENDT:

If the Middle Ages are used as a backdrop for your summer's activities, perhaps a "joust" or tournament could be the theme of the final party or last big event. Any of the traditional picnic games could be applied--ring toss, three-legged race, sack race, pile of shoes relay race, pennies in a sand pile hunt, hoola hoop gyration duration, etc. Use your game books and imagination!

If you didn't do a worm race for the youngest patrons last year, perhaps this could be part of the joust. Instead of "jockeys" and "coaches or trainers", the children and assistants become "knights" and "squires."

Make sure each participant in the tournament goes home with something as a prize by event's end, with individual giveaways to the winners in each event and/or an over-all 1st and second place winner (depending on how you wish to organize things, and your own personal philosophy of competition and rewards).

PROJECTS, ACTIVITIES, EVENTS

KRIS ADAMS WENDT (continued):

Another variation on the joust/tournament theme might involve competition among schools for most books read. At the end of the summer, the school having the most books read by its students would receive an award. This gets competition emphasis away from the individual while still encouraging reading and library use with a specific goal in mind.

The challenge would have to be publicized in the spring during publicity visits to each school, and by a written message to teachers. When the children sign up for the summer reading program, their school name would be added on the front of each folder. Volunteers recording the books on the reading sheets would also keep a daily tally sheet of books read by school name. Each morning, the previous day's totals would be added to a thermometer graph-type wall chart so the children could see how the joust challenge was progressing.

The final prize would be up to the financial state and philosophy of the individual public library and librarians involved. Perhaps a filmstrip/book kit or several books on different reading levels dealing with the theme area could be awarded to the winning school's IMC. Perhaps a felt banner could be made to decorate the IMC or main hallway in the winning school that would indicate its students were "Summer Reading Tournament 1981" champs. Perhaps a traveling trophy would provide continuity from one year to the next.

I am suggesting this as an "untried idea," as a possible alternative to individual competition as a part of summer reading programs. We encourage school spirit and pride in athletic competition; why not in reading?

CURT LEMAY:

Maypole and Maypole Dance - the medieval custom of the Maypole can be explained. Details for making a maypole and performing the dance are listed in A Pumpkin in a Pear Tree by Ann cole, Carolyn Haas, Elizabeth Heller and Betty Weinberger.

Chess - Sponsor a chess tournament for older program participants. Arrange for a volunteer to give chess lessons for those who wish to learn. Make "Giant Chessmen" as outlined in Cameron and Margaret Yerian's Handmade Toys and Games.

Stained Glass Cookies - Medieval castles and cathedrals could inspire some interesting glazes for the Stained Glass Cookies in Do A Zoom by Bernice Chesler.

Legendary Bush - Legend has it that Merlin was enclosed forever in a bush in the wood Broceliande. Feature a bush in a program and have children make ornaments from the Arthurian legends and hang them on Merlin's tree.

PROJECTS, ACTIVITIES, EVENTS

CURT LEMAY (continued):

Renaissance Fair - Take some clues from the Renaissance Fair held annually in Shakopee, Minnesota. This famous festival is noted for its entertainments straight from the courtly era. Glean such ideas as: Clown make-up, juggling, strolling singers, primitive water-dunking machines, candle making, leatherworking, calligraphy, woodworking, wandering beggars, unique foods and theatrical performances.

Design Book Jackets - Many books of legends and fairy tales are shelf-sitters. Why not have children design some bright book jackets for these books to spark some interest in these tales.

Feature Film Opening - Each year we open our summer library program by renting a feature film. Since Disney studios have withdrawn their 16mm rental version of The Sword and the Stone, we will use Magoo in the Kings Service where in three famous romantic roles, (d'Artagnan, Cyrano, Merlin) the delightful nearsighted Mr. Magoo returns to the world of knights and ladies, tournaments and gallantry. (This film may be rented for \$37.50 from Audio Brandon Films, Inc., 8400 Brookfield Ave., Brookfield, IL 60513)

Merlin's Book of Spells - Put out a large dusty tome and let patrons list a magic spell to cure something wrong in the world. Be sure patrons list the ingredients used.

Making Pictures Move - Use the book Making Pictures Move by Harry Helfman to adapt such ideas as panoramas or flip books and animate legends or such actions as jousting matches.

Coats of Arms - Use the book Heraldry: The Story of Armorial Bearings by Walter Buehr to give you the needed background in order to have children design their own coats of arms.

Castle Party - Plan a medieval party. Send invitations in the shape of a shield. Make sorcerer's or princess hats by forming a large cone out of 15 or 24 inch paper and decorating them with paint, glitter and tinsel. Make a knight's helmet by using gallon milk or bleach bottles and covering them with tin foil. Decorate your hall with banners. Use a cardboard castle as a centerpiece. Have children design a placemat in the form of a banner and then use this placemat when refreshments are served.

Castle Jigsaw Puzzles - One can find attractive jigsaw puzzles featuring such famous castles as Neuschwanstein Castle in Germany. Set this out on a table and let your patrons put it together piece by piece. They would make beautiful prizes if you got a store or community group to donate them.

how to build a kite

To make a simple, flat two-stick kite, you need two thin, flat sticks (one 1/8" by 3/8" by 28", the other 1/8" by 3/8" by 24" -- pine or spruce is best), some strong light paper, strong string (fishing line is excellent), and a tube or jar of paper glue.

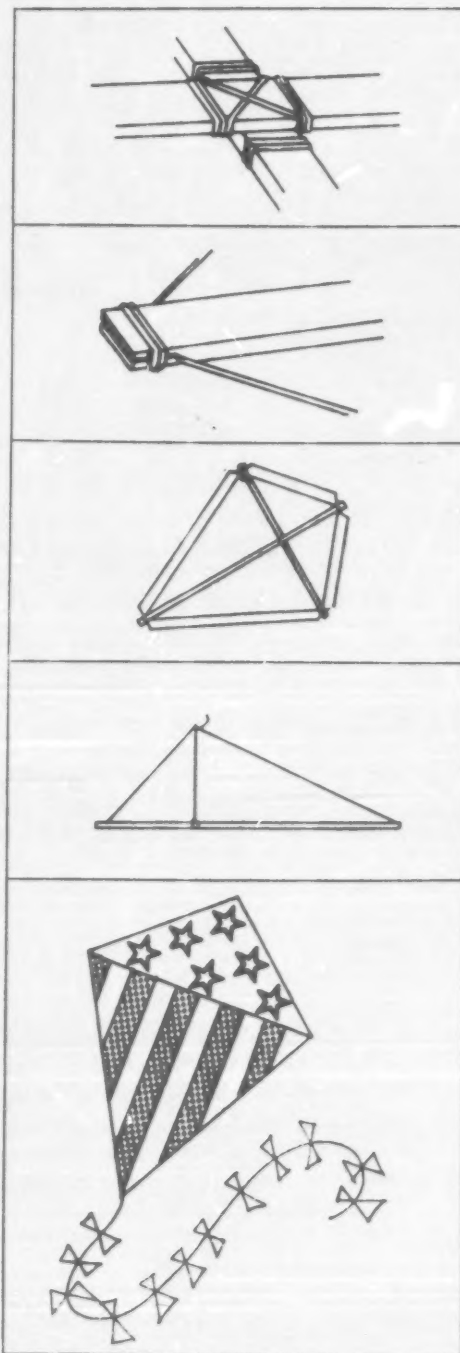
STEP 1. The two-stick kite shown here is easy to make. Mark the center of the shorter stick, and tie it there to the longer stick at a point seven inches from the end, as shown in Figure 1. Be sure the sticks make a perfect right angle to each other.

STEP 2. Cut notches in the ends of the sticks and run a long string around the frame slipping it into each notch. Pull the string snug and tie it. Wind shorter pieces of string around each notch to make them stronger. (Fig. 2)

STEP 3. Lay the kite frame on the paper. Cut the paper a little larger than the shape of the frame. Leave enough paper edge to provide a one inch "hem" that you can fold over the string frame. Spread paste along the edges of the paper, fold the "hem" over the string and paste down smoothly. (Fig. 3)

STEP 4. Now turn the kite over so that you see the paper and not the sticks. Cut a string for the bridle about 29" long. Tie each end to the tips of the cross stick. Cut a second bridle string long enough to reach from each end of the long stick, but allow enough slack so that it will meet the shorter string when it is lifted away from the kite. Tie the two strings together where they cross. This is the point on the bridle where you will fasten your long kite line. (Fig. 4)

STEP 5. Now make the tail. Tie pieces of cloth (like little bow neck ties) to a string (about 6 feet long), and tie this string to the bottom of the kite. You'll have to fly the kite to determine the best length for the tail. If the kite jumps and dives, the tail is too short. Add more tail until the kite flies gently.



MARY ADAMS:

1. Quests

Set up a medieval quest based on the old treasure hunt or scavenger hunt idea. This could also be book oriented. You could, for instance, post a list of items at the beginning of the summer to look for during the Summer Reading Program. An owl, a knight, a sorcerer, etc. and give a small prize or recognition to all who manage to complete their quest. Different age levels could have different quests with appropriate clues.

2. Origami

Make birds for your enchanted forest with Origami. Simple birds are shown in Gray, Alice. The Magic of Origami. Japan Publ. 1977.

Programs - Medieval Sports

3. Falconry

Our community has several individuals who keep and fly falcons. We would like one to visit our libraries and talk about falconry. A film to compliment this would be

The Bird of Prey: The Red Tailed Hawk - 14 Min. color. 1972.

A look at the endangered red-tailed hawk shows how it is equipped for its environment and why it and other birds of prey must be preserved. Close up shots examine the hawks special physical characteristics: talons, beak, and eyes. Rental from Audiovisual Library Service, Univ. of Minn., Minneapolis, Minn. 55414. Phone - 612-373-3810.

4. Horsemanship

We have several local Clubs of horse lovers: Trail riders, quarter-horse, 4-H, etc. Our county 4-H agent has suggested several local people who are capable of talking about horsemanship today, through the ages and horse care tips. Numerous good films compliment a program on horses. For example:

Mandy's Grandmother - 30 Min. color. 1978. Wis. Educational Communications Board, 732 N. Midvale Blvd., Madison, WI. 53705. Phone 608-266-0036.

Mandy anxiously awaits her grandmother's arrival from England. She is not sure she'll like her or what she'll be like. She is in for a surprise.

Ponies - 15 Min. color. Winding Rivers Library System to members only.

A silent film showing ponies eating, drinking, playing, and in the show ring.

5. Hero Tales

This needs sections for different age levels. This might be a book display or a program featuring a chapter-a-week of such classics as King Arthur, Roland, Gilgamesh, Robin Hood, El Cid, etc. One of many collections with a good selection of hero tales is Mayne, William. Heroes. Dutton. 1968.

6. Punch & Judy Shows

Puppetry is one of the oldest dramatic arts and what better time to introduce children to Punch & Judy. An inexpensive version is Punch & Judy ed. by Lisl Beer. Branden. Ppb.-\$1.00.

7. Archery

The local university teaches archery as part of its physical education program as does the YMCA. The Boy Scouts also have an archery badge. Between them we hope to find a speaker who can talk about the history of the sport as well as Archery today.

THEME: "MERLIN'S MIDSUMMER MAGIC

HUMAN RESOURCES: PERFORMING ARTIST PROFILES

All artists listed below have been recommended by a librarian or other individual on the basis of an actual, live performance as described. All information was current as of December 1, 1980.

Name of Performance: CHILDREN'S THEATER OF MADISON
Contact: Nancy Thurow, Director
Address: 1918 Regent St., Madison, WI 53705
Telephone: (608) 233-3311

Description of performance: Three major productions a year.
Performing area required: Full stage and theater facilities or can give arena style performance.
Fee: \$350.00; \$125.00 within City of Madison
Special requirements: Piano
Travel range: Negotiable

Name of Performance: CHESS TOPICS
Contact: Peter Webster
Address: P.O. Box 314, Whitewater, WI 53190
Telephone: (414) 473-7636

Description of performance: Beginner's program of basic chess rules followed by supervised play; simultaneous play against up to 50 persons; seminar on how to conduct chess tournaments; other chess-related topics.
Performing area required: Generally a large lecture room (or area).
Fee: Generally auto expenses only.
Special requirements: Most presentations require an opaque projector and screen.
Travel range: Varies according to season and date; other performers are also available.

Name of Performance: CHRONOS WORLD HERITAGE IMPROVISATION ENSEMBLE
Contact: Joel Parker, Director
Address: 343 W. Main St., Madison, WI 53703
Telephone: (608) 251-1679

Description of performance: Musical group available to public schools through Young Audiences of Wisconsin. Creates music on variety of traditional, ethnic, and original handmade instruments incorporating music from around the world. A participation section concludes the performance with members of audience invited to create music and use unique instruments. Workshops also offered. Brochure on request.
Performing area required: 15' x 20'
Fee: Sliding scale for community organizations.
Travel range: Statewide

HUMAN RESOURCES: PERFORMING ARTIST PROFILES

Name of Performance: DANCING STORIES-WORKSHOP PROGRAM

Contact: 1) Diana Cottam
2021 Kendall Ave., Madison, WI 53705
(608) 233-9509
2) Elizabeth Brown
4963 Borchers Beach Rd., Waunakee, WI 53597
(608) 238-2145
3) Carol Buse
17 Blue Ridge Ct., Madison, WI 53705
(608) 238-6184

Description of performance: Creative movement based upon children's literature using adult and child performers who have participated in workshop.

Performing area required: Approximately 20' x 30'.

Fee: \$75.00, negotiable, plus travel expenses.

Travel range: Statewide

Name of Performance: DE YOUNG'S MAGIC SHOW OF 1001 WONDERS

Contact: Dick De Young
Address: Van Treek Trail Rt. 3, Sheboygan Falls, WI 53085
Telephone: (414) 467-8414

Description of performance: Complete Magic Revue, Family type entertainment, live animals and birds, audience participation, lights, and beautiful costumes. Fast moving, very colorful, self-contained, seven in troupe, 8' MAGIC RABBIT for warm-up.

Performing area required: 12' x 20', with 4 or 5 feet between performers and audience; carry own speakers, etc.; literally self-contained.

Fee: \$160.00 plus travel expenses.

Special requirements: 3 hours set-up time; schedule as far in advance as possible.

Travel range: 150 mile radius; further, by special arrangement, plus overnight accommodations for crew.

Name of Performance: DUNGEONS & DRAGONS DEMONSTRATION/EXPLANATION

Contact: Dr. D.C. Snow
Address: TSR Hobbies Inc., P.O. Box 756, Lake Geneva, WI 53147
Telephone: (414) 248-3625

Description of performance: Demonstration of DUNGEONS & DRAGONS game (using audience participants) and discussion of game design, play, popularity, etc.

Performing area required: Standing room

Fee: None specified

Special requirements: Subject to availability of corporate personnel on specified date.

Travel range: Open

HUMAN RESOURCES: PERFORMING ARTIST PROFILES

Name of Performance: FOLKLORE VILLAGE FARM

Contact: Jane Farwell

Address: Rt. 3, Dodgeville, WI 53533

Telephone: (608) 924-3725

Description of performance: Audience participation sessions in international folkdancing, games from around the world, storytelling, folk music workshops and festival folklore. School assemblies, workshops, in-service, costume shows, field trips to Folklore Village Farm.

Performing area required: Space for group dancing, i.e., classroom or gym.

Fee: \$150.00-\$200.00 plus mileage for full day in schools, 2 person crew

\$75.00-\$125.00 plus mileage for single sessions

Funds from Wisconsin Arts Board sometimes applicable

Travel range: Statewide

Name of Performance: BOB GASCH, STORYTELLER

Contact: Bob Gasch

Address: 1030 Tonkawa Road, Long Lake, MN 55356

Telephone: (612) 471-8178

Description of performance: Storytelling to any age group and customized workshops to suit needs of generating agency. 30 minutes to 3 hours in length. All presentations relate storytelling to use of one's own imagination through a combination of demonstration, group participation, and discussion.

Performing area required: Flexible

Fee: \$65-\$300 depending on length of event and materials provided

Travel range: Midwest

Name of Performance: CINDY GUTHRIE STORYTELLING

Contact: Cindy Guthrie

Address: 3204 W. Mt. Vernon Ave., Milwaukee, WI 53208

Telephone: (414) 933-9569

Description of performance: Storytelling and storytelling workshops.

Performing area required: Standing room

Fee: Negotiable

Travel range: Statewide

Name of Performance: KANOPY DANCE THEATRE

Contact: Christine M. Stevens

Address: 4914 Altem Circle, Madison, WI 53711

Telephone: 273-2066

Description of performance: Company of 3 dancers; lecture demonstration of contemporary dance including modern jazz and musical comedy dance adapted for young children.

Performing area required: 25' x 25' for group.

Fee: Company of 3 - \$100.00 plus travel expenses; larger group negotiable.

Special requirements: Non-carpeted floor

Travel range: Dane County; statewide if multiple engagements could be coordinated in a given area; some support may be available through grants to Kanopy from the Dane County Cultural Affairs Commission & the WI Arts Board. Support via grants reduces the sponsor fee. Call or write for further information.

HUMAN RESOURCES: PERFORMING ARTIST PROFILES

Name of Performance: THE LIBRARY SHOWAGON

Contact: Alice Faust

Address: Theatre Arts Dept., UW-Stevens Point, College of Fine Arts, Stevens Point,
WI 54481

Description of performance: Children's Theatre, plays and puppet shows.

Performing area required: May be performed anywhere, even outdoors.

Fee: Travel Expenses

Special requirements: none

Travel range: Wisconsin Valley Library System only

Name of Performance: MADISON FOLK DANCE ENSEMBLE

Contact: 1) Pat Roe

38 Virginia Terrace, Madison, WI 53705
(608) 233-2125

2) David & Nancy Ludwig

(608) 233-8859 evenings only

Description of performance: International costumes (with cleaning bill guaranteed);
live music; dances of different countries. 10-25 performers.

Performing area required: 10' x 10'

Fee: \$150.00 (with international costumes) for one-hour performance including
audience instruction if desired; \$50.00 without international costumes.

Special requirements: Public address system

Travel range: Statewide @\$.05 per mile per person in addition to above.

Name of Performance: MARCIA MARLING

Address: 8 Paget Road, Madison, WI 53704

Telephone: (608) 244-7124

Description of performance: Storytelling in the oral tradition (folktales)

Performing area required: Standing room with some area for movement.

Fee: \$25.00, 2 programs per engagement: \$35.00

Special requirements: Favorite size audience; 15-50 people

Travel range: Greater Madison area

Name of Performance: REID LEE MILLER

Address: 1734 Mayflower St., Middleton, WI 53562

Telephone: (608) 831-8475

Description of performance: Story telling, creative drama & play-party games,
from the world's traditional and contemporary folkways. Program includes
telling, singing, music, and participation activities for various ages and
interests.

Performing area required: Comfortable floor seating and moderate movement space
depending on estimated group size.

Fee: \$25.00 for 1/2 hour, \$50.00 for 1 hour, \$120.00 for day; may be negotiated.
Travel expenses outside Madison area, additional.

Special requirements: Performing area free of distractions. Much advance contact
is desirable and helpful in scheduling and planning programs.

Travel range: Will travel entire state, and adjoining regions.

HUMAN RESOURCES: PERFORMING ARTIST PROFILES

Name of Performance: KEN OGUSS, STORY PAINTER
Address: 729 E. Gorham, Madison, WI 53703
Telephone: (608) 257-8580

Description of performance: Teller of folk and popular stories from around the world in addition to original material and highlights each story by using pantomime, sign language, juggling and a variety of musical instruments.

Performing area required: 10' x 15'

Fee: Negotiable plus travel expenses.

Special requirements: Single chair without arms. If possible, audience should be free to move around. Enjoys performing for family groups.

Travel range: Within hundred mile radius of Madison.

Name of Performance: P.A.W.S. (See page 94 for complete profile.)
: RING OF STEEL, LIMITED (See page 94 for complete profile.)

Name of Performance: ROBIN REED PRODUCTIONS

Contact: Robin Reed

Address: 700 Llambaris Pass, Wales, WI 53183

Telephone: (414) 968-3277

Description of performance: Ranges from complete touring children's theater performing well-known classics with marionettes or puppets to one-man "Wonderful World of Puppets" performance with a variety of formats, including audience participation.

Performing area required: From 10' x 10' to full stage and theater facilities

Fee: \$475 and up for full company production, plus travel expenses;

\$225 for "Wonderful World of Puppets," plus travel expenses.

Special requirements: Platform needed if audience is to include 100 or more; make arrangements as far ahead of time as possible.

Travel range: Statewide

Name of Performance: GEORGE W.B. SHANNON
Address: 648 Wisconsin St., Apt. 3, Eau Claire, WI 54701
Telephone: (715) 839-8545

Description of performance: Storytelling in the oral tradition (folktales)

Performing area required: Standing room with some space for movement.

Fee: 30-45 minute program: \$30.00, 2 programs per engagement: \$50.00/full day: \$70.00

Special requirements: Favorite size audience -- 15 to 50 people.

Travel range: 35 mile radius of Eau Claire without travel expenses; statewide with expenses.

Name of Performance: THE SONSHINE PEOPLE PUPPETS
Contact: Mrs. Elwood Wynveen
Address: 1112 Center Ave., Oostburg, WI 53070
Telephone: (414) 564-2683

Description of performance: Puppetry tailored to audience; participation invited. Protestant, religious orientation; presentations based on values and Christian ethic.

Performing area required: Not less than 15' x 8' for stage

Fee: No fee; donations accepted

Travel range: Within 50 mile radius of Oostburg 98

HUMAN RESOURCES: PERFORMING ARTIST PROFILES

Name of Performance: STORYTELLER'S GUILD
Contact: Susan Cook
Address: 2025 Dickson Pl., Madison, WI 53713
Telephone: (608) 257-4261

Description of performance: Susan may be consulted for recommendations of storytellers who are active in the Guild at a given time
Performing area required: N/A
Fee: N/A
Special requirements: N/A
Travel range: N/A

Name of Performance: JEFF THURSTON'S MAGIC
Address: Box 372, 3400 N. Maryland Ave., Milwaukee, WI 53211
Telephone: (414) 967-7038

Description of performance: A Magic Show with audience participation especially by children invited.
Performing area required: Adaptable
Fee: \$35.00 per 30 minute performance plus travel expenses
Special requirements: Use of a card table. A crowd of kids!
Travel range: 100 mile radius from Milwaukee

Name of Performance: MARK WAGLER
Address: 1802 Martin St., Madison, WI 53713
Telephone: (608) 258-8833 (mostly evenings)

Description of performance: Storyteller who draws his material from many traditions, including humorous anecdotes he's collected in Wisconsin, Southern Jack tales and ghost stories, Native American myths, Irish magical tales, Zen teaching legends, India's great epic, The Ramayana, and if you coax him, even a little of Robin Hood. There's a story for nearly every occasion.
Performing area required: Good acoustics, when performing for large audiences.
Fee: \$60.00, plus expenses, for 45-60 minute performance. Once he's there he'll do a free workshop on either storytelling techniques or folklore collecting.
Special requirements: A glass of water
Travel range: Statewide

HUMAN RESOURCES: PERFORMING ARTIST PROFILES

Name of Performance: WHIRLWIND WITH ELLEN HECK
Address: P.O. Drawer 159, Marshfield, WI 54449
Telephone: (715) 384-9911

Description of performance: Clowning, storytelling, and mime for libraries and summer recreation programs. Also available for roving performances at fairs and festivals. Audience participation invited.

Performing area required: Adaptable

Fee: 50 minute presentation: \$125.00 first showing plus travel expenses.

Special requirements: Electrical outlet

Travel range: Statewide

Name of Performance: YO-YO PERFORMANCE
Contact: Jill Plank
Address: 801 Lynn Ave., Baraboo, WI 53913
Telephone: (608) 356-5551

Description of performance: YO-YO demonstration, history, safety, basics, question/answer, and film available

Performing area required: 4' radius

Fee: None

Special requirements: None

Travel range: Wisconsin

Name of Performance: P.A.W.S. (Protective Association for World Species)
Contact: Brandy Powers, President
Address: P.O. Box 121, New Berlin, WI 53151
Telephone: (414) 679-3742

Description of performance: A non-profit educational organization featuring three individual programs. The wolf - the forgotten predator
The world of the prairie dog
The cougar - a vanishing species

Performing area required: 15' -20'

Fee: \$60.00 plus expenses

Special requirements: Geared to school age rather than to pre-schoolers. Early registration is advisable.

Travel range: Anywhere in the State

Name of Performance: THE RING OF STEEL, LIMITED
Contact: Bob Dawson
Address: 712 E. Wells, #2, Milwaukee, WI 53202
Telephone: (414) 271-0748

Description of performance: Organization of theatrical sword fighters and stage fight coordinators who specialize in recreating duels and tournaments from the Middle Ages through the Renaissance, 18th Century, and modern times. (Accent is on performance and grace, not violence.)

Performing area required: Absolute minimum 20' x 20' with ceiling height of at least 10'. Outdoor performances are the most effective.

Fee: One/half to one hour: \$150-\$200 plus travel expenses; full-blown performance, up

Special Requirements: Electrical outlets for sound equipment

Travel Range: Statewide

to \$600.00

HUMAN RESOURCES: PERFORMING ARTIST PROFILES

Recommended by Curt LeMay, Children's Services Coordinator, Marathon County Library:

Name of Performance: CENTRAL WISCONSIN CHILDREN'S THEATRE

Contact: Barbara Munson, Director

Address: RFD 4, Mosinee, WI 54455

Description of performance: Short dramatic performances, creative drama and mime.

Performing area required: 10 foot high ceiling.

Fee: \$20.00 to \$50.00 plus travel expenses.

Special requirements: Electrical outlet.

Travel range: Central Wisconsin area.

Name of Performance: MARY DUGINSKE

Address: 144 1/2 Ethel St., Wausau, WI 54401

Description of performance: Storytelling and creative dramatics.

Performing area required: Standing room with some area for movement. If program requires creative dramatics there must be sufficient area for children to act out stories.

Fee: \$20.00 to \$50.00

Travel range: Statewide with travel expenses.

HUMAN RESOURCES: NON-PROFIT PERFORMING ARTS COORDINATING AGENCIES

WISCONSIN ARTS BOARD

Jerrold B. Rouby, Executive Director
123 West Washington Avenue, Madison, WI 53702
(608) 266-0190

Request the Guidebook for Residencies and the Directory of Artists to apply to have a poet, storyteller or creative writer in residence at your school. Artists in the visual and performing arts are also available through the Arts Board Artists-in-Residence Program. For more information, contact Kyle Berney, Artists-in-Residence Program Director (608) 266-9737.

WISCONSIN THEATRE ASSOCIATION

Harv Thompson, Executive Director
Room 723, 610 Langdon St., Madison, WI 53706
(608) 263-7787

Available @ \$1.50 from above address is the 1981 Wisconsin Theatre Directory, which lists all Wisconsin theatre organizations with contact name and telephone number. For recommendation of individual performing artists, contact Harv Thompson, address above.

HUMAN RESOURCES: MISCELLANEOUS

JOAN MUELLER suggests that librarians seek the following kinds of help from public library system children's services consultants (or equivalent).

A list of theme-related audio-visual holdings - filmstrips, films, recordings, video.

Storyhour resources, including sample programs.

Printed items such as game sheets, coloring sheets, program schedules, and imprinted bookmarks (which must be ordered uncut from the state).

Information about regional resource people. If you know of a storyteller, magician, or another performing group or resource person, share that information with your system consultant.

Bibliographies to help you identify theme-related materials in your collection or items you would like to add to your collection. It may be helpful to use the summer library program themes to establish areas for collection development projects. A good bibliography is "Popular Reading: Time Fantasy" compiled by Barbara Elleman, pages 1558-1560 of the June 1, 1978 Booklist.

THEME: MERLIN'S MIDSUMMER MAGIC

RESOURCES: AUDIO-VISUAL MATERIALS

Except as otherwise noted, the following lists are a composite of contributions from individuals named on pages 4 through 6 of this Manual.

REALIA CRAFT, AND CONSTRUCTION AIDS

Self-Expression Puppets has a Merwyn, the Magician Puppet for sale for \$7.50 + \$1.50 handling. It can be purchased from Self-Expression, Rockaway, New Jersey 07046 (201) 625-3934 - Visa or Master Charge accepted.

Bellerophon Poster Catalog (2 x 3 foot posters). Everything from the Middle Ages to Mother Goose rhymes, Shakespeare's England, etc. Poster catalog is 16 p., 35¢. Bellerophon Books, 153 Steuart St., San Francisco, CA 94105.

Tales of Fantasy by Larry Todd (Troubadour Press, 385 Fremont St., San Francisco, CA 94105). Has fifteen illustrations of favorite fantasy stories including Lord of the Rings, Atlantis, The Voyages of Sinbad, Journey to the Center of the Earth, and The Wizard of Oz. Opposite each illustration is a synopsis of the story.

Traveler's Maps. Printed on both sides and measuring 23" x 33", they depict the countries themselves, historical landmarks, information about the people, way of life, etc. For Traveler's Map of the British Isles write to National Geographic Society, 17th and M Streets, NW, Washington, D.C. 20036. You will be billed (\$2.00) for each map at the time of shipment, plus postage and handling. Other countries also available.

The Stained Glass Coloring Book by Joel Wallach introduces the art which was passed from father to son for hundreds of years by European guilds. Create all the visual excitement of stained glass windows. Send \$1.95 plus 25¢ for handling and postage to Price/Stearn/Sloan Publishers, 410 N. LaCienega Blvd., Los Angeles, CA 90048.

A Coloring Book of the Middle Ages. 48 pages of illustrations from the artists of those times. Knights in armor, monks, unicorns, fair maidens, famous rulers and warriors such as King Arthur, Richard the Lion-Hearted, and much more. For a copy of this book send \$1.95 plus 25¢ postage and handling to Bellerophon Books, address above.

Make Your Own Model Forts & Castles by Richard Cummings. Learn how to make replicas to fit miniature soldiers of seven historical fortifications - A Roman fort, Fort Kearny, a Norman Castle, the western front, Maginot Line, Castle Guillard and Mount Cassino. Drawbridges, moats, gates that can be closed and gridwork portcullis that can be dropped down to stop an enemy raiding party. David McCay Co., \$7.95.

REALIA CRAFT, AND CONSTRUCTION AIDS

Simple Folk Instruments to Make and Play by Ilene Hunter will teach children how to make and play bugles and horns, recorders and flutes, shepherds' pipes, and board and box zither.

Tabletop Theatres by Louise Cochrane (Plays, Inc., Boston) contains plans for an Elizabethan Puppet Stage, ideas for puppets, and a puppet play, "Merlin Plays Minstrel".

T-Shirt Transfers. Fabric Crayon Kit includes a crayon holder, brush for removing stray specks of crayon from your work, crayon, and a pamphlet giving helpful hints and instructions. The Crayola Craft Fabric Crayon Kit costs \$1.98. Note: Sets of fabric crayons come in 7 colors: magenta, orange, yellow, green, light blue, violet, and burnt sienna and are available for about 79 - 89¢. If unavailable at your local hobby or department store, write to Consumer Relations Manager, Binney & Smith, 1100 Church Lane, P.O. Box 431, Easton, PA 18042.

Kids Only Club book has many ideas for games which could be played in a carnival booth-like setting, inside or outside. Written by Shari Lewis, it is available from J.P. Tarcher, Inc., 9110 Sunset Blvd., Los Angeles, CA 90069. There are suggestions for over 100 things to do - crafts and craft fairs, putting on all kinds of shows, including plays, puppet shows, magic programs, how to create costumes and scenery, make puppets and build puppet stages and instructions for performing over a dozen magic tricks and many games.

Warriors and Weapons of Early Times by Niels M. Saxtorph, illustrated by Stig Bramsen (orig. pub. in Denmark) is available from Macmillan Co., c1972. Has gorgeous colored illustrations. Please note pp. 212-213 which shows a sketch of a knight's armour with each part identified by name (front and back views).

Did you know that coin collecting was called the hobby of Kings? Western Publishing has numerous coin collection books and catalogs. Among them are Let's Collect Coins! by Ken Bressett, 75¢.

Free coin collecting information. The Young Numismatist is the official magazine for junior members, with interesting articles about people, places, and events in coin collecting. Write to American Numismatic Association, P.O. Box 2366, Colorado Springs, CO 80901.

For The Fun of It is a helpful guide for new stamp collectors, free from the Government Bookstore No. 15, U.S. Government Printing Office, P.O. Box 713, Pueblo, CO 81002.

How to Organize a Stamp Club. Stamp clubs are lots of fun. This booklet is filled with all sorts of ideas, suggestions, and organization tips for starting your club. It includes sample bylaws and a sample application for membership. Adults may request on their stationery a free copy from American Philatelic Society, P.O. Box 800, State College, PA 16801.

REALIA CRAFT, AND CONSTRUCTION AIDS

If you want a free subscription to Stamp Fun for your library, class, club, or school, have the librarian write to Stamp Fun, Room 5522, U.S. Postal Service, 475 L'Enfant Plaza, Washington D.C. 20260.

A kit of free educational materials on Vikings is put out by the Lutheran Brotherhood. The Magical Alphabet. A key to the runes, an ancient code.

Robert R. Jones Public Library

2210 First Street
Coal Valley, Ill. 61240

Merlin Doll

Supplies

1 empty dish washing detergent bottle (Joy or Ivory)	----
masking tape	----
1 male doll head	----
1 small square white fake fur	.69
1 large pair plastic doll hands	.10
1 pair black Santa boots	.69
1 pkg. moon shaped sequins	1.25
2 pkgs. assorted colored stars	.45
2/3 yd. velvet (blue, black, purple) should be some rich looking color (I found a remnant)	.90
1 coat hanger	----
1 1/2 yds. fancy holiday trim	2.40
assorted beads (an old small jewelry pin)	----
1 pair ruined half hose	----
thread, string, waxed linen cord, or yarn, cardboard	----
gravel or sand	----
scraps of material	----
lots of used & ruined pantyhose	----

Tools

glue
file
wire cutters
scissors
sewing machine
one sided razor blade
large disposable plastic bowl or pan

Contributed by a staff member of the ROBERT R. JONES PUBLIC LIBRARY, Coal Valley, IL.

Instructions

- 1 Clean the dish detergent bottle thoroughly on the inside.
- 2 Cut an inverted V shape out of the bottom half of the bottle as illustrated using the razor blade.

Note: As you open up the bottles bottom the legs will spread.

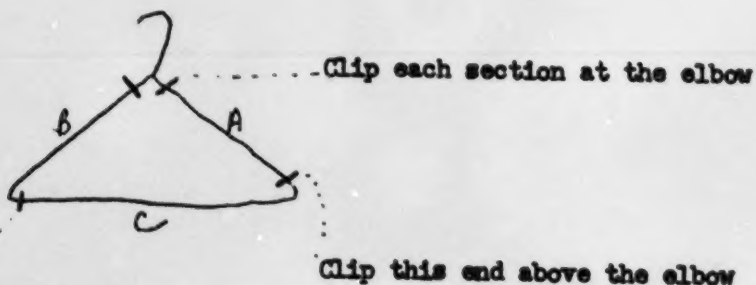


- 3 Check to make sure the ends of the legs will fit down into the boots. If they won't continue to trim them up until they do.
- 4 Take the masking tape and wrap tape around each leg until you have completely closed each leg up.
- 5 Fold up a scrap of fabric into a 2" x 2" cushion. This scrap will be used as the doll's derrière.
- 6 Take masking tape & tape the pad to the doll's back side.
- 7 Next use the masking tape to bring the legs together so that they appear more natural. Be careful not to block the crotch.
- 8 Next mix a thick gravel and glue mixture in the bowl. You will need enough to fill the boots and the legs half way.
- 9 Pour or spoon the glue-gravel mixture into the boots until you have filled the toe and heel up to the ankle area.
- 10 Place the bottle into the boots and adjust it until the bottle stands straight in the boots.
- 11 Place a small amount of the gravel mixture around the leg bottom to give it support & make it firm. Do not fill boot.
- 12 Pour more gravel into the bottle so that it slides down both legs. Fill legs until they are half full.
- 13 Set bottle aside now to dry while you make the clothes.
- 14 Cut from the velvet the robe and slacks.
- 15 Assemble the slacks inside leg seam & the crotch seam using 1/4" seam allowance. Do not hem slacks or apply a waist band.

- 16 Prevent robe's raw edge from raveling by zig zag stitching all around the outside edge.
- 17 Next sew the holiday trim so it extends over the edge of the robe thus giving the robe a finished edge.
- 18 To finish the neck of the doll it is necessary to cover the joint between the bottle & the doll's head; so just sew a little trim around the neck edge also. This time extend the trim up over the raw edge of the neck so that it covers the joint.

Note: I didn't hem the robe because it is a garment for a decoration and not a toy.

- 19 Glue or sew the sequins on the velvet in a random pattern.
- 20 When the gravel glue mixture is dry and the bottle can be moved, fill the rest of the bottle with the ruined panty hose. This will keep loose gravel from rattling and give you something to anchor the arms to.
- 21 Next slide the trousers on over the boots and tuck the cuff end completely into the boot tops.
- 22 Tape the waist down with masking tape. The derriere cushion should now make his bottom appear puffy.
- 23 Taking the two half hose, sew a line of stitching in each about 1 inch from one edge.
- 24 Next turn the hose inside out so that the widest part of the hose is bunched up inside the smaller section.
- 25 Take the coat hanger and clip it at the following places:



- 26 Use the file & smooth off the ends you have just cut.
- 27 Using section A of the hanger, push it through one hose. Glue the left hand to one end of the stub. Make an elbow bend in the wire about $1\frac{1}{2}$ " from the wrist of the hand.

- 28 Using section B, push this wire through the other hose. Glue the right hand on over the elbow bend already in the wire.
- 29 Take the razor blade and cut a straight slit in the bottle just below the shoulder and make the slit about 1" long.
- 30 Push the left arm in the left slit and the right arm in the right slit. Continue pushing until arms appear normal in length and then pose them in normal gestures.
- 31 Put the robe on over the neck of the bottle.
- 32 Fasten the oval close around the doll's wrist to ^{seal}conceal the arm and continue stitching by hand down the side so that the robe drapes closed on the side instead of open.
- 33 Do not close neck at this point.
- 34 Cut little strips of white fur and glue them to head giving your wizard a beard and a mustache. The wizard's hair can be anyway you want it. He can have a full head of hair as mine does or he can be completely bald or any stage of baldness in between.
- 35 Form a cone out of cardboard and cover it with a velvet scrap. Tuck the raw edges under the overlap and under the brim. Pin the hat to the head.
- 36 Glue the head to the bottle.
- 37 Finish closing the neck edge up if necessary.
- 38 Take part C. from the hanger and bend the elbow end a little more so that it looks more like a staff.
- 39 Cut a hole in the top of the right hand and the bottom with the razor blade. Push the staff through the hole. Doll's staff will stand up when rested on table top.
- 40 The ornament on the staff is both optional and a great deal creative. For mine I took seven strands of black waxed linen macramé cord, each 1 1/4" long. I next tied a square knot signet of 3 knots on to the staff using all seven cords at once. With an 8th. cord I tied on a star shaped glass bead. I threaded the ends of each cord with one bead and tied a knot on the end to hold on the bead. Then I found an old rhinestone oval shaped pin and pinned it around the knots and over the bead.

Vois 1a. Merlin is ready to save Arthur from Mordred.

Contributed by a staff member of the ROBERT R. JONES PUBLIC LIB-RARY, Coal Valley, IL.

RESOURCES: AUDIO-VISUAL MATERIALS

FILMS - ALL FORMATS

THE AMAZING COSMIC AWARENESS OF DUFFY MOON. 32 min. color. Time-Life.

This film tells what happens when Duffy Moon, an 11 year old boy who is different from other boys his age due to his "shrimp" size, reads a book which convinces him of his power to become a human dynamo.

DICK WHITTINGTON AND HIS CAT. 15 min. color. Sterling Educational Films, 1966.

Animated puppets re-enact the story of Dick Whittington, who as a penniless orphan, arrived in London to seek his fortune; A wonderful tale of how Dick's investment in kindness to a cat was returned many times over.

DRAGON STEW. 13 min. color. Films Incorporated, 1979.

An animated fantasy taking place in a mythical kingdom ruled by King Chubby, whose meddling kept losing him cooks. Klaus Kinkelspiel, who cannot cook, lands the position of royal cook with a recipe for dragon stew--a dish that does not exist. From the book by Tom McGower.

DUEL OF WIZARDS. 7 min. color. 8mm Disney.

Prince Arthur is changed into a bird by Merlin and he is caught by Mad Madam Min. Mad Madam Min and Merlin fight a wizard's duel and change themselves into different animals.

THE EXPLORATION OF MARS. 15 min. color. Benchmark.

Fascinating combination of simulations and real photographs sent back to earth by robot cameras installed in two Viking space craft that landed on Mars in 1976.

HAROLD'S FAIRY TALE. 8 min. color. Weston Woods, 1974.

Harold draws an enchanted garden where nothing grows because of the giant witch. He defeats the witch after a variety of strange experiences.

THE HOBBIT. 78 min. color. Xerox Films, 1977.

This animated film brings to life the exciting adventures of a hobbit named Bilbo Baggins. Bilbo is persuaded by Gandalf the wizard and 13 dwarfs to go off with them to try to recapture the dwarf's treasure from Smaug, the terrible dragon inside Lonely Mountain.

JACK AND THE BEANSTALK. 12 min. color. McGraw-Hill.

The old time favorite story is told with delightful animated silhouettes.

MAN, MONSTERS AND MYSTERIES. 15 min. color. Walt Disney.

Nessie, the Loch Ness Monster, reveals the existence of ancient legends and writing previously known only to the Scottish highlanders. There are interviews with actual citizens of the area.

FILMS - ALL FORMATS

MANY MOONS. 13 min. 16mm color, sound. Contemporary.

The princess Lenore is ill and she decides that she wants the moon. The king sends for all his court and asks them for the moon for the princess. All the wise men tell the king that the moon is too far away. The jester solves the problem and gives the princess a gold moon on a chain that she can wear around her neck.

PUSS IN BOOTS. 16 min. b/w Encyclopedia Britannica Films, 1958.

The well-known fairy tale is told with lifelike puppets. Very well executed.

THE SORCERER'S APPRENTICE. 14 min. color. Coronet, 1970.

Retells the tale of the Sorcerer's Apprentice in a puppet fantasy set to the music of Dukas.

THUMBELINA. 10 min. b/w Contemporary, 1955.

An Andersen fairy tale told with silhouettes.

TOM THUMB IN KING ARTHUR'S COURT. 19 min. color. Coronet, 1966.

The story of Tom Thumb from the day he was born in the heart of a rose until the day he was made a knight of the round table.

THE WIZARD. 8 min. color. Films, Inc., 1974.

A fairy tale about creativity and imagination. A small town wizard misapplies his powers by casting spells on his neighbors. He discovers that negative use of imagination and artistic energy leads to rejection and loneliness. Finally he learns that by channeling his imagination to creative ends he can be both fulfilled and admired.

If your library has a videotape cassette player, request 1980-81 Parade of Programs from the Wisconsin Educational Communications Board, 732 N. Midvale Blvd., Madison, WI 53705 (608) 266-0036. Arrangements can be made for dubbing applicable videotapes at moderate cost. Note especially a new series called "The Folk Book" which includes half-hour programs called "Trickster Tales" and "Monsters and Magic." Although prepared for instructional television purposes primarily, these selections have wide appeal. Also, in this connection, consult your local school system about the possibility of borrowing the necessary equipment and materials.

RESOURCES: AUDIO-VISUAL MATERIALS

SOUND RECORDINGS

- THE ADVENTURES OF ROBIN HOOD: HOW ROBIN BECAME AN OUTLAW. Caedmon TC 1369
- THE ADVENTURES OF ROBIN HOOD: THE OUTLAW BAND OF SHERWOOD FOREST.
Caedmon TC 1370
- THE ADVENTURES OF ROBIN HOOD: ROBIN AND HIS MERRY MEN. Caedmon TC 1372
- THE ADVENTURES OF ROBIN HOOD: ROBIN'S ADVENTURES WITH LITTLE JOHN.
Caedmon TC 1371
- THE CHRONICLES OF NARNIA: THE HORSE AND HIS BOY. Caedmon TC 1655
- THE CHRONICLES OF NARNIA: PRINCE CASPIAN. Caedmon TC 1603
- THE CHRONICLES OF NARNIA: THE VOYAGE OF THE "DAWN TREADER". Caedmon TC 1615
- THE HOBBIT. Caedmon TC 1477
- THE SWORD IN THE ANVIL. Caedmon TC 1465
- THE STORY OF SIR LAUNCELOT. Caedmon TC 1609

THEME: MERLIN'S MIDSUMMER MAGIC

RESOURCES: PRINTED MATERIALS

Except as otherwise noted, the following lists are a composite of contributions from various individuals named on pages 4 through 6 of this Manual. Each separate bibliography has been checked against the others; there should be no duplicated titles.

Ashe, Geoffrey. King Arthur in Fact and Legend. Nelson, 1969.
Ashe traces the Arthur of fiction from the Middle Ages to the present; he also tells the historical and archeological facts of all that is known about the king.

De Paola, Tomie. The Knight and the Dragon. G.P. Putnam's Sons, 1980.
An inexperienced knight and an equally inexperienced dragon prepare themselves to do battle. To the rescue comes a princess who offers each a suggestion enabling them to combine their resources into a profitable enterprise.

Coville, Bruce. Sarah's Unicorn. Lippincott, 1979.
Sarah's secret friendship with the unicorn is threatened when her wicked aunt wants to steal his magic horn.

Du Bose, Dorothy. The Princess on the Glass Hill. Macmillan, 1968.
Many knights aspired to gain the three apples held by the princess who sat on top of the glass hill. The knight who won the apples also won the princess and half of her father's kingdom.

Elkin, Benjamin. The King's Wish. Random House, 1960.
A king who desires to have time to fish tests the capabilities of his sons to rule the kingdom in his absence.

Haar, Jaapter. King Arthur. Crane Russak, 1967.
This retelling shows a man of his time, struggling to create and hold a kingdom and to bring light into the lives of his people.

Hieatt, Constance B. The Castle of Ladies. T.Y. Crowell, 1973.
Gawain rides off in search of the sword of the strange scabbard. Along the way he encounters many strange adventures, at last slaying the dreaded basilisk and freeing a captive maiden.

Hieatt, Constance B. The Joy of the Court. T.Y. Crowell, 1971.
Eric, who refused to leave his bride to join the knights in a quest, was dubbed a coward. In his wrath, he then sought adventure and proved his courage.

Hieatt, Constance B. The Knight of the Cart. T.Y. Crowell, 1969.
The story of Lancelot's rescue of Queen Guinevere from an evil prince.

PRINTED MATERIALS

- Hieatt, Constance. The Knight of the Lion. T.Y. Crowell, o.p.
By gallant deeds and romantic intrigue, Sir Ywain wins, loses, and finally regains the love of the proud, beautiful Lady Laudine.
- Hieatt, Constance B. The Sword and the Grail. T.Y. Crowell, 1972.
The story of Perceval's gallant adventures - and blunders - as he sets forth on his quest so that he could become one of Arthur's knights.
- Kahl, Virginia. The Dutchess Bakes a Cake. Charles Scribner's Sons, 1955.
The dutchess, who will not take advice from the cook, bakes a "lovely light luscious delectable cake". Her baking effort carries her to a lofty height.
- Lang, Andrew. King Arthur: Tales of the Round Table. Watts, 1968.
A large type edition, complete and unabridged.
- McDermott, Gerald. The Knight of the Lion. Four Winds, 1979.
A retelling of the adventures of Sir Ywain and his faithful lion as the young knight goes through several trials to prove himself worthy of a great triumph.
- Mc Gowen, Tom. Dragon Stew. Follett, 1969.
King Chubby's love of eating gets him into lots of trouble. The royal cooks quit when he cannot keep from interfering in the kitchen. At last he finds the perfect cook with a most unusual recipe--dragon stew.
- Mc Kee, David. The Magician and the Petnapping. Houghton Mifflin, 1976.
Melric, the court magician, who is about to lose his job unless he can find the thief of the palace pets, engages the help of Guz, the wizard, to out-wit Sondral, the evil sorcerer.
- Meyers, Walter Dean. The Dragon Takes a Wife. Bobbs-Merrill, 1972.
A witty and amusing account of Mabel Mae, a swinging fairy, who offers advice to Harry, a dragon, enabling him to battle a knight and win a wife.
- Newman, Robert. Merlin's Mistake. Atheneum, 1970.
Brian, a boy of medieval England, goes on a quest with Tertius, a boy taught by Merlin. But Merlin has taught Tertius only future knowledge, such as computer circuits, and the knowledge leads them into some very strange adventures.
- Newman, Robert. The Testing of Tertius. Atheneum, 1973.
Tertius has been given future knowledge of Merlin with the result that he doubts the power of what he can do. But he is the only one available to save Arthur and England from the evil Uillian Urlik.
- Robbins, Ruth. Taliesin and King Arthur. Parnassus Press, 1970.
King Arthur called Taliesin "the greatest bard of them all". He sang of the future and the past with imagination and wit.

PRINTED MATERIALS

Schiller, Barbara. Eric and Enid. E.P. Dutton, 1970.

Eric, a newly made knight, sets out to hunt the White Stag in the forest of Adventure. Also includes a chivalric battle with the Knight of the Sparrow Hawk.

Schiller, Barbara. The Kitchen Knight. Holt, Rinehart and Winston, 1965.

To prove himself worthy of knighthood, Gareth, a kitchen scullion, goes on a quest to rescue Lyonesse from the evil Red Knight.

Schiller, Barbara. The Wandering Knight. E.P. Dutton, 1971.

Sir Lancelot's encounters on his quest to prove himself on the perilous path of a wandering knight are full of jousts and tournaments on a grand scale.

Serraillier, Ian. The Challenge of the Green Knight. Walck, 1967.

On New Year's Day at Camelot, the Green Knight appears to interrupt the festivities and lay down a challenge. Sir Gawain who hopes to prove his valor, accepts it. This tale of high adventure is retold in vigorous verse.

Shecter, Ben. Hester the Jester. Harper and Row, 1977.

Hester wants to be something important, but has trouble deciding whether to be a jester, a knight, or a king.

Troughton, Joanne. Sir Gawain and the Loathly Damsel. E.P. Dutton, 1972.

Sir Gawain had to find the answer to a riddle in a year and a day in order to save King Arthur's life.

Varga, Judy. The Magic Wall. William Morrow and Company, 1970.

King Frederick learns an important lesson in that walls and towers do not protect him or his castle from his enemies.

Yolen, Jane. The Minstrel and the Mountain. World Publishing Company, 1967.

Two foolish kings who live on opposite sides of a mountain, continually make war on each other until a wandering minstrel thinks of an ingenious solution to their quarrel.



PRINTED MATERIALS



Chess, Anyone?

Compiled by MARY JANE WISEMAN

Byfield, Brian. Every Great Chess Player Was Once a Beginner. Lyle Stuart, 1974.
A chess book that's fun to read, easy to understand and nice to look at.

Kidder, Harvey, Illustrated Chess for Children. Doubleday, 1970.
All the basic elements of the game are explained in a colorful words - and -
pictures story of the dramatic medieval battlefield the chess board represents.

Lombardy, William. Chess for Children, Step by Step. Little, Brown, 1977.
Simple games teach beginning players how to move each piece and what each can
do in a game.

Rosenberg, Arthur. Chess for Children and the Young at Heart. Atheneum, 1977.
Imparts a thorough understanding of how the game is played with a minimum of
text and a maximum of pictures.

Sarnoff, Jane. The Chess Box. Scribner's, 1973.
The presentation of the facts of chess is logical and consistent. A helpful
portion on strategy is included as well as fun facts about chess history and
background.



Contributed by
Mary Whittington

Adkins, Jan. The Art and Industry of Sandcastles; Being: An Illustrated Guide to Basic Constructions Along With Divers Information Devised By One Jan Adkins, A Willy Fellow. Walker, 1971.

Alternate medieval history, lore and fortress architecture with practical guidelines to the design and construction of 20th century castles in sand.

Boardman, Fon Wyman. Castles. Walck, 1957.

Relevant facts about castles and their period are pulled together along with photos and diagrams.

Bowen, Olwen. Tales from the Mabinogion. Vanguard, 1969.

Buehr, Walter. Chivalry and the Mailed Knight. Putnam, 1963.

Bulla, Clyde Robert. The Sword in the Tree. Thomas Y. Crowell, 1956.

Eleven year old Shan goes to Camelot to ask King Arthur for help when his evil Uncle Lionel makes a prisoner of his father and takes over the family castle.

Eager, Edward. Knight's Castle. Harcourt.

Glubok, Shirley. Knights in Armour. Harper, 1969.

Macauley, David. Castle. Houghton, 1977.

Text and detailed drawings follow the planning and construction of a "typical" castle and adjoining town in thirteenth century Wales.

Uden, Grant. Hero Tales from the Age of Chivalry. World, 1969.

Williams, Jay. The Horn of Roland. Crowell.

Williams, Jay. The Sword of King Arthur. Crowell.



RELUCTANT and OTHERWISE

"Dragons come not only in a variety of kinds and sizes, but also with quite different dispositions..."

- Bloch, Marie H. Ivanko, and the dragon. Atheneum, 1969.
- Gannett, Ruth. The dragons of Blueland. Random, 1950.
- Gannett, Ruth. Elmer and the dragon. Random, 1950.
- Gannett, Ruth. My father's dragon. Random, 1948.
- Grahame, Kenneth. The reluctant dragon. Random, 1971.
- Green, Roger Lancelyn. A calvacade of dragons. Walck, 1971.
- Hoke, Helen. Dragons, dragons, dragons. Watts, 1972.
- Jeschke, Susan. Firerose. Holt, 1974.
- Kahl, Virginia. How many dragons are behind the door? Scribner's, 1977.
- Kent, Jack. There's no such thing as a dragon. Golden, 1975.
- Manning-Sanders, Ruth. A book of dragons. Dutton, 1965.
- Nash, Ogden. Custard the dragon and the wicked knight. Little, 1961.
- Nesbit, E. The complete book of dragons. Macmillan, 1973.
- Warburg, S. Saint George and the dragon. Houghton, Mifflin, 1963.

Contributed by MARY WHITTINGTON.

PRINTED MATERIALS

Prepared by DONNARAE LUKITSCH, Children's Librarian, La Crosse Public Library.

All of the books in this bibliography are currently in print. The books listed here are based on those selected for the Children's Library, La Crosse Public Library, including recommended editions from CHILDREN'S CATALOG, 1976, and its supplements.

THE MIDDLE AGES

Nonfiction

- Asimov, Isaac. The Dark Ages. Houghton, 1968.
 Barber, Richard. A Strong Land and a Sturdy: England in the Middle Ages. Seabury, 1976.
 Berenstain, Michael. The Castle Book. McKay, 1977.
 Blumberg, Rhoda. The Truth About Dragons. Four Winds, 1980.
 Brooks, J.Y. Kings and Queens: The Plantagenets of England. T. Nelson, 1975.
 Browning, Robert. Pied Piper of Hamelin. Coward, 1971.
 Buehr, Walter. The Crusaders. Putnam, 1959.
 Buehr, Walter. Knights and Castles, and Feudal Life. Putnam, 1957.
 Constable, George. The Warrior Knights in Pictures. Time-Life, 1969.
 Crossley-Holland, Keven. Green Blades Rising. Seabury, 1976.
 Davies, Anthea. Sir Orgeo. Bradbury Press, 1973.
 De France, Marie. The Shadow of the Hawk and Other Stories. Seabury, 1977.
 Duggan, Alfred. Growing Up in Thirteenth Century England. Pantheon, 1962.
 Gibson, Michael. The Knights. Arco, 1979.
 Hodges, C.W. The Norman Conquest. Coward-McCann, 1966.
 Lasker, Joe. Merry Ever After: The Story of Two Medieval Weddings. Viking, 1976.
 McLanathan, Richard. The Pageant of Medieval Art and Life. Westminster, 1966.
 Pyle, Howard. The Merry Adventures of Robin Hood. Grosset, (n.d.).
 Robbins, Ruth. Taliesen and King Arthur. Parnassus, 1970.
 Thompson, Brenda. The Children's Crusade. Lerner, 1977.
 Unstead, R. See Inside a Castle. Warwick, 1979.
 Windrow, Martin. The Invaders. Arco, 1979.

Fiction

- Alexander, Lloyd. (The Prydain Epic) published by Holt, Rinehart & Winston, Inc.
The Book of Three, 1964.
The Black Cauldron, 1965.
The Castle of Llyr, 1966.
The High King, 1968.
 Byfield, Barbara. Andrew and the Alchemist. Doubleday, 1977.
 De Angeli, Marguerite. Door in the Wall. Doubleday, 1949.
 Gardner, John. Dragon, Dragon, and Other Timeless Tales. Knopf, 1975.
 Gray, Elizabeth. Adam of the Road. Viking, 1942.
 Ish-Kishor, S. The Boy of Old Prague. Pantheon, 1963.
 Lofts, Norah. The Maude Reed Tale. Elsevier-Nelson, 1972.
 Selfridge, O.G. Trouble With Dragons. Addison, 1978.
 White, T.H. The Sword in the Stone. Putnam, 1939.

PRINTED MATERIALS

PICTURE STORYBOOKS & EASY READING FICTION

- Brown, Marcia. Dick Whittington and His Cat. Scribner, 1950.
 Chaucer, Geoffrey. Chanticleer and the Fox. Crowell, 1958.
 Cressey, James. The Dragon and George. Prentice-Hall, 1979.
 De Paola, Tomie. The Clown of God. Harcourt, 1978.
 Donnison, Polly. William the Dragon. Coward, 1973.
 Kahl, Virginia. How Many Dragons are Behind the Door? Scribner, 1977.
 Peet, William. How Droofus the Dragon Lost His Head. Houghton, 1971.
 Ross, Tony. The Pied Piper of Hamelin. Lothrop, 1978.
 Tripp, Wallace. Sir Toby Jingles' Beastly Journey. Coward, 1976.
 Van Woerkom, Dorothy. Alexandra the Rock Eater. Knopf, 1978.
 Williams, Jay. Everyone Knows What a Dragon Looks Like. Four Winds, 1976.



A Selection of Children's Books
Suggested for Use by Participants in the
1981 Wisconsin Summer Library Program

MERLIN'S MID-SUMMER MAGIC

Prepared by
Ellen M. Ryan, Project Assistant
The Cooperative Children's Book Center

The books selected for inclusion in this bibliography suggest recent and standard fiction and nonfiction titles for consideration within the themes: King Arthur, Merlin and the Mabinogion; More Wizards, Rulers and Enchantments; Magical Creatures; Magical Objects; Summer Magic; The Magic of Real and Natural Realms.

These books will be displayed at the CCBC early in 1981; many other standard books as well as very newly-published titles which might be related to various interpretations of the program theme are available for examination at the Center as well.

Ginny Moore Kruse, CCBC Director
November, 1980

KING ARTHUR, MERLIN, AND THE MABINOION

Balfour, Michael. Stonehenge and Its Mysteries. Scribner's 1979. 189 pp.

A thorough study of Stonehenge from the story of Merlin's involvement in bringing the stones to England to its depiction in art, its construction, and its present study in archaeology. Should appeal to those fascinated by this subject. Black and white photographs. (Ages 12-up)

Clancy, Joseph P. Pendragon: Arthur and His Britain. Praeger, 1971. 135 pp.

This presents Arthur as an historical personage, quite different from the familiar hero of the legends. The narrative flows in a way that is as compelling as the romances; the "visions" of Arthur in poetry are not ignored. (Ages 12-up)

Cooper, Susan. Over Sea, Under Stone. Harcourt, 1965. 252 pp. (paperback)

The first in the five-part Dark Is Rising sequence, this fantasy introduces the three Drew children - Barney, Jane and Simon - who find themselves in the struggle of Good against Evil when they go on a Quest for the Grail. The struggle is continued in The Dark Is Rising (1973), Greenwitch (1974), The Grey King (1975), and Silver On the Tree (1977). All are superbly told adventures deeply rooted in Celtic myth and legend. (Ages 11-up)

Davies, Oliver Bowen. Tales from the Mabinogion. Illustrated by Richard Kennedy. Vanguard, 1969. 152 pp.

The "Mabinogion" is a collection of Welsh tales, some of which are the basis for the stories of King Arthur. Stories of knights from France and Ireland are also found here. (Ages 11-up)

Hibbert, Christopher. The Search for King Arthur. American Heritage, 1969. 153 pp.

The fact and legend of King Arthur are skillfully woven in this book. The many illustrations reflect the history and the art of Arthurian romance through the years. Index and list of further reading included. (Ages 10-up)

Hieatt, Constance. Sir Gawain and the Green Knight. Illustrated by Walter Lorraine. Crowell, 1967. Unpaged.

Gawain is saved from his death by the power of a magical sash. A tale of bravery and magic with some "gruesome details." Also by Constance Hieatt: The Castle of Ladies (1973), and The Sword and the Grail (1972). (Ages 8-10)

Hodges, Margaret. Knight Prisoner: The Tale of Sir Thomas Malory and His King Arthur. Farrar, Straus, Giroux, 1976. 195 pp.

A fictional biography of the reteller of the Arthurian legends we know today. The author related Malory's experience as a prisoner to his creation of the vivid personalities of Arthur, Guinevere and others. Also an excellent view of life in the 15th century. (Ages 10-up)

Norris, Leslie. Merlin and the Snake's Egg. Illustrated by Ted Lewin. Viking, 1978. 48 pp.

A collection of poems on the magical aspects of nature and animals. Ballads and shorter verses. Fine black and white illustrations in a picture book format. (Ages 8-10)

Nye, Robert. Taliesin. Illustrated by Dorothy Maas. Hill and Wang, 1966. This retelling of one of the Welsh stories in the "Mabinogion" or one illustrated by Ruth Robbins, Taliesin and King Arthur (Parnassus Press, 1970), may already be on your library shelves. Find them or others detailing the peasant poet's adventure in order to more fully appreciate Frank Lloyd Wright "country" and Taliesin East near Spring Green or Nancy Bond's family novel set in Wales, A String in the Harp (Atheneum, 1976), about a boy who finds the key to tune Taliesin's harp. (Ages 10-up)

Picard, Barbara Leonie. Stories of King Arthur and His Knights. Oxford, 1979. 291 pp.

Using many sources for her stories, Picard presents 27 different stories from the Arthurian cycle which can be used as a less cumbersome alternative to earlier editions, as a variety of tales are presented. (Ages 9-up)

Pyle, Howard. The Story of King Arthur and His Knights. Written and illustrated by Howard Pyle. Scribner's, 1933. 312 pp.

One of the many fine versions of the legend of King Arthur and a source for reading about Merlin's wizardry also. Other editions include King Arthur and His Noble Knights by Mary McLeod (1949) and The Boy's King Arthur, illustrated by N.C. Wyeth, edited by Sidney Lanier (1924). (Ages 10-up)

Schnurnberger, Lynn Edelman. Kings, Queens, Knights and Jesters; Making Medieval Costumes. Harper, 1978. 113 pp.

Excellent patterns for tunics, capes, hats and other accessories from the days of King Arthur and Robin Hood. Simple step-by-step instructions enable you to make a complete authentic costume that can be used for Halloween, skits, or at a medieval festival. The color and black and white reproductions of medieval art from the Metropolitan Museum of Art are a special feature of this beautiful book. (Ages 8-14)

Sutcliffe, Dorothy. The Light Beyond the Forest; The Quest for the Holy Grail. Dutton, 1979. 143 pp.

A retelling of one of the most tragic and mysterious adventures of the Knights of the Round Table. Here Launcelot, Galahad and Percival put their chivalry and faith to the test. A haunting treatment by an author who is known for her works on British legends. (Ages 10-up)

MORE WIZARDS, RULERS AND ENCHANTMENTS

There are a few writers who have distinguished themselves in the genre of "magic" of one kind or another, who, because of their wide recognition, need only be mentioned briefly, but should not be overlooked: Lloyd Alexander (The High King and others); Ursula Le Guin (The Wizard of Earthsea, etc.); and J.R.R. Tolkien (The Hobbit and The Lord of the Rings trilogy). We also want to mention new editions of familiar classics that are now available: Peter Pan by J.M. Barrie, illustrated by Trina Schart Hyman (Scribner's, 1980); and T.H. White's Mistress Masham's Repose (Gregg Press, 1980). What follows is a list of titles that represent stories of magic that have been spawned from ancient legend, and other accounts of wizards, rulers, and magic that come from authors' inventive minds.

Adler, C.S. The Magic of the Glits. Illustrated by Ati Forberg. Macmillan, 1979. 112 pp.

When 12-year-old Jeremy finds out he has to take care of an 8-year-old girl whose mother just died, he thinks his summer vacation is ruined. To keep them entertained, he invents the Glits, magical creatures who can grant wishes. To his surprise, he finds their magic is real, in a way he never imagined. (Ages 9-11)

Alexander, Sue. Marc the Magnificent. Pictures by Tomie de Paola. Pantheon, 1978. Unpaged.

The dreams of Marc becoming a famous magician are contrasted with his real difficulty in learning his first trick. (Ages 6-7)

Gág, Wanda. The Sorcerer's Apprentice. Illustrated by Margaret Tones. Coward, 1979. Unpaged.

An evil sorcerer is outwitted by his assistant when he learns the secret spells and magic. A well-known and popular story in many versions; this one is hand-sized and carefully illustrated in color and black and white. (Ages 7-9)

Hunter, Mollie (pseudonym for Maureen McIlwraith). The Third Eye. Harper, 1979. 276 pp.

Jinty, a Scottish girl, uses her intuitive sense to puzzle out the mysteries concerning the Ballinford doom, and the death of the Earl of Ballinford. (Ages 11-up)

Also not to be missed: A Furl of Fairy Wind (1977); A Stranger Came Ashore (1975); The Wicked One (1977); The Stronghold (1974); The Kelpie's Pearls (1966); The Haunted Mountain (1972); all by Mollie Hunter.

Jones, Diana Wynne. The Magicians of Caprona. Greenwillow, 1980. 223 pp.
Caprona is a city state in Italy where "magic is as normal as mathematics." When it is threatened by war, it is up to the two families of spell-makers to save the city from destruction. But first they must stop a long-standing feud

Merlin's Mid-Summer Magic
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and combine their forces to overcome an unknown enchanter. Mystery combined with entirely believable fantasy; action and humor. Also by Jones: Charmed Life (1977). (Ages 11-up)

Lunn, Janet. The Twelve Dancing Princesses; A Fairy Story Retold. Illustrated by Laszlo Gal. Methuen, 1979. Unpaged.

A young man goes to find the twelve dancing princesses who hold the kingdom under an evil spell. From the Brothers Grimm. Lavishly illustrated with color double-page spreads. (Ages 7-8)

Skurzynski, Gloria. What Happened in Hamelin. Four Winds, 1979. 177 pp.

The "magic" of mob psychology, and the power of an engaging stranger lead Geist, baker's apprentice in the summer of 1284, to experience a bloody rat massacre and to ask himself difficult questions about a magical piper. Suspenseful and memorable reading for young teenagers.

Stewart, Mary. A Walk in Wolf Wood; A Tale of Fantasy and Magic. Morrow, 1980. 148 pp.

Two English children are transported into the fourteenth century upon visiting the Black Forest in Germany. There they help rescue a man who is under a curse that turns him into a wolf by night. The classic struggle between good and evil, at times as dark and gloomy as the Black Forest itself. (Ages 11-13)

Sutcliffe, Rosemary. Song for a Dark Queen. Crowell, 1978. 181 pp.

A fictionalized account of the legendary Queen Boudicca, who led a revolt of British tribes against the Romans in 62 A.D. The meticulous attention to historical detail puts this special novel into a class by itself. (Ages 10-13)

Van Allsburg, Chris. The Garden of Abdul Gasazi. Houghton, 1979. Unpaged.

Young Alan is put in charge of a mischievous dog, who leads him into the forbidden Garden of Gasazi, the retired magician. Both the dog and the boy must face the wrath of the enchanter. Superb pencil illustrations heighten the mystery. (Ages 6-8)

Williams, Jay. The Magic Grandfather. Illustrated by Gail Owens. Four Winds, 1979. 149 pp.

When Sam Limner accidentally causes his magician grandfather to be transported into another world, Sam must learn the magic needed to get him back. In the process, he learns there is more to life than television and that there is more to magic than what meets the eye. Told in a lighthearted vein, should have wide appeal. (Ages 9-11)

MAGICAL CREATURES

Balian, Lorna. Leprechauns Never Lie. Written and illustrated by Lorna Balian. Abingdon, 1980. Unpaged.

In an imaginative use of two-color illustrations, Balian tells of a young girl and her mother who capture a leprechaun to get his pot of gold. This is to no avail, however; children will enjoy the surprise ending. (Ages 4-6)

Clark, Ann Nolan. In the Land of the Small Dragon. Told by Dan Manh Kha, illustrated by Tony Che. Unpaged.

A version of the Cinderella story, from Viet Nam. Tam is the hard-working child of a jealous stepmother, but is rewarded for her goodness by the powers

of a magical fish and a fairy godmother. One of the beautiful slippers given to Tam is dropped in front of a Prince, who searches for the owner, in order to marry her. Told in the traditional metric form, with proverbs interspersed among the verses. (Ages 7-9)

Domanska, Janina. King Krakus and the Dragon. Greenwillow, 1979. Unpaged. Profusely illustrated telling of a Polish folktale. When the city of Krakow is threatened by a dragon, a shoemaker's apprentice devises a trick to kill the beast. (Ages 5-7)

Hopkins, Lee Bennett, ed. Elves, Fairies and Gnomes. Illustrated by Rosecrans Hoffman, Knopf, 1980. 26 pp.

A collection of short poems about magical little people, including one called "Midsummer Magic." Shaded pencil drawings, picture book format. (Ages 6-7)

Kimmel, Margaret Mary. Magic in the Mist. Illustrated by Trina Schart Hyman. Atheneum, 1975. Unpaged.

A story about a Welsh boy who is studying to be a wizard, but only a few of his spells are successful. He and his toad friend Jeremy discover a dragon one day and that moment of magic creates new music for the two friends to sing. A quiet book, enhanced by line drawings. (Ages 5-8)

Kuskin, Karla. Dogs & Dragons, Trees & Dreams; A Collection of Poems. Harper, 1980. 85 pp.

Brings together Kuskin's poems written between 1958 to 1975, with short notes which aid the appreciation of poetry. The result is an engaging conversation between poet and reader, a unique experience in poetry collections. (Ages 8-11)

Langton, Jane. The Fledgling. Harper, 1980. 182 pp.

Georgie is a young girl who yearns to fly and believes she can, much to the chagrin of her family. One night, the Goose Prince carries her away to Walden Pond, where her dream does come true, and she learns to fly. Excellent characterization and artful writing throughout. (Ages 9-11)

Manning-Sanders, Ruth, compiler. A Book of Spooks and Spectres. Illustrated by Robin Jacques. Dutton, 1980. 127 pp.

A collection of 23 ghost stories from various cultures. The cover on this, as well as on other books by this author, is very inviting; inside is a uniquely compiled wealth of folklore. Other books by the author: A Book of Charms and Changelings (1971); A Book of Ogres and Trolls (1972); A Book of Monsters (1975); A Book of Magic Animals (1974); A Book of Enchantments and Curses (1977); A Book of Dragons (1964). All are recommended highly for "summer reading" at any time of year!

Nesbit, E. The Last of the Dragons. Pictures by Peter Firmin. McGraw-Hill, 1980. Unpaged.

A princess and dragon story with a twist - both prince and princess want to tame the dragon not fight him, and are successful. A witty narrative with imaginative characters who are friends rather than adversaries. A remake of the 1925 edition. (Ages 7-9)

Pavey, Peter. One Dragon's Dream. Bradbury, 1978. Unpaged.

A challenging counting book which is conceptually sophisticated and visually "busy." Voted Australian Picture Book of the Year. (Ages 5-6)

Sargent, Sarah. Weird Henry Berg. Crown, 1980. 113 pp.

Until the lizard hatched on his bureau, Henry was a solitary child, a misfit. Once it is revealed that the lizard is a dragon, he must defend his discovery against a university professor, and another dragon which has come to rescue Vincent and take him home. The decisions Henry makes change his life. Set in Oshkosh and written by an Oshkosh resident. (Ages 9-11)

Shub, Elizabeth. Seeing Is Believing. Pictures by Rachel Isadora. Greenwillow, 1979. 63 pp.

No one believed in leprechauns or piskies, because they had never seen them. But Tom had, and he was tricked by them to boot. Two short stories, "The Leprechaun's Trick" and "Pisky Mischief" in easy-to-read format. (Ages 6-8)

Tinkelman, Murray. The Truth About Dragons. Illustrated by Murray Tinkelman. Four Winds, 1980. 55 pp.

Of course, there can be no truth about dragons - or can there? This describes in detail physical appearance, size, habitat, social order and other aspects of dragon life, both Eastern and Western. If you ever meet a dragon, there are cures and charms to protect you. Black and white illustrations. (Ages 8-up)

Winthrop, Elizabeth. Journey to the Bright Kingdom. Illustrated by Charles Mikolaycak. Holiday House, 1979. Unpaged.

A young girl discovers Kakure-sato, a magical kingdom ruled by mice, where there is no sadness or sickness. Kyo takes her blind mother on a journey there, which gives her mother a renewed courage. Based on the story "The Rolling Rice Cakes." (Ages 8-10)

Yolen, Jane. Greyling. Illustrated by William Stobbs, World, 1968. Unpaged. A story from Scotland. Fisherfolk adopt a Selchie, who is a boy on land, but turns into a seal when he returns to the sea. Knowing this, they try to keep him away from the water, but one day he must rescue his father, and relinquishes his life on the land. Especially good for reading aloud. (Ages 8-10)

MAGICAL OBJECTS

Demi. Liang and the Magic Paintbrush. Holt, 1980. Unpaged.

Liang is given a brush which brings to life anything that is drawn with it. Falling into the hands of the greedy emperor who prizes the brush, Liang teaches him a powerful lesson. Watercolor illustrations of a Chinese folktale. (Ages 6-9)

De Paola, Tomie. Strega Nonna. Prentice-Hall, 1975. Unpaged.

Big Anthony becomes an apprentice to "Grandma Witch," and he unwittingly covers the town with pasta when he misuses a magic pot. A variation on this theme is found in Big Anthony and the Magic Ring (1979) where handsomeness proves too much for him to handle. (Ages 6-8)

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Koofker, Leonie. The Magic Stone. Morrow, 1978. 224 pp.
Chris finds a magic stone that gives him the power to read minds. When his grandmother, who is a witch, discovers this, she works to make Chris her successor in a secret association. Translated from the Dutch. (Ages 9-11)

Steig, William. Gorky Rises. Farrar, 1980. Unpaged.
Gorky the frog concocts a mixture which enables him to float through the sky and which turns a rock into an elephant. A funny story, with beautiful watercolor illustrations. (Ages 5-8)

Yaffe, Alan. The Magic Meatballs. Pictures by Karen Born Anderson. Dial, 1979. Unpaged.
When Marvin meets a man who gives him magical chopped meat, he discovers that it has a better effect on him than the other members of the family. The outrageous results of the meatballs and the realistic dialogue has proven popular with children. (Ages 6-8)

SUMMER MAGIC

Bernstein, Margery, and Janet Koblin. The Summer Maker; An Ojibway Indian Myth. Illustrated by Anne Burgess. Scribner's, 1977. 42 pp.
A "pourquoi" story of how Summer first came into the world. Ojeeg the fisher, Beaver and Wolverine set out to find Summer and the manitou says they must break open the sky. They succeed, but Ojeeg the fisher is unable to return to the world. Easy to read with pen and ink illustrations. (Ages 5-8)

Greene, Ellen, compiler. Midsummer Magic; A Garland of Stories, Charms and Recipes. Illustrated by Barbara Cooney. Lothrop, Lee and Shepard, 1977. 158 pp.
A delightful collection of the folklore of midsummer from many cultures. As legend has it, all magic is especially potent on Midsummer Eve, and it is evident in this book. Recipes will encourage your own midsummer celebration. A must! (Ages 8-12)

Horwitz, Elinor Lander. When the Sky Is Like Lace. Pictures by Barbara Cooney. Lippincott, 1975. Unpaged.
"On a bimulous night, the sky is like lace" - and magical things happen: otters sing, the grass is like gooseberry jam, and there are certain rules to follow. Three girls float through the book, celebrating a bimulous night. (Ages 5-8)

Ressner, Philip. Dudley Pippin's Summer. Pictures by Ben Schecter. Harper, 1979. 40 pp.
Eleven short stories tell of a young city boy's adventures in the country. Among other things, Dudley has silly dialogues with cows, a witch, an elf, and finds a friend before the end of the summer. (Ages 8-10)

Schick, Eleanor. One Summer Night. Greenwillow, 1977. Unpaged.
Sounds made by urban apartment dwellers during a hot night when all windows are open create a chain of neighborhood responses stimulated by Laura who "breathed the summer wind and felt like dancing." (Ages preschool-8 years)

Schick, Eleanor. Summer at the Sea. Greenwillow, 1979. 56 pp.
A young girl describes her summer at the beach, making new friends (young and old) and enjoying the presence of the sea. In the fall, she dreams of her happy memories. A Read-Alone Book. (Ages 6-7)

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- Wright, Laurence. City Children, Country Summer. Scribner's, 1979. 203 pp.
An account of a group of children from a ghetto in New York which came to live on an Amish farm in Pennsylvania one summer. The clash of different cultures and personalities makes for informative and entertaining reading, as well as giving us insights to the diversity of life in America. (Ages 10-up)
- Zolotow, Charlotte. The Summer Night. Illustrated by Ben Schecter. Harper & Row, 1974. Unpaged.
A little girl and her father share a quiet summer evening together, observing fireflies, the moon and other wonders of the night. (Ages 5-8)

THE MAGIC OF REAL AND NATURAL REALMS

- Adams, Florence. Catch a Sunbeam; A Book of Solar Study and Experiments. Harcourt, 1978. 77 pp.
A series of experiments from the very basic use of the sun to tell time to the construction of a solar furnace. Each experiment is carefully explained step by step with diagrams. Not only a scientific view, but one that is designed to raise awareness of the energy situation of the future. (Ages 10-up)
- Adkins, Jan. Heavy Equipment. Scribner's, 1980. Unpaged.
Detailed drawings and brief text document the shape and function of machinery such as compactors, excavators, graders, crawlers, and cranes which work their mechanical magic on youngsters curious to know more about them. Most of Adkins' earlier books, especially Inside; Seeing Beneath the Surface (Walker, 1975) also reveal the "magical" hidden workings of common objects. (Ages preschool-8 years)
- Arnov, Boris. Water; Experiments to Understand It. Lothrop, Lee and Shepard, 1980. 64 pp.
Properties of water are explained through simple activities developed by a science teacher for upper elementary school aged "explorers." (Ages 9-11)
- Aruego, Jose, and Ariane Dewey. We Hide, You Seek. Greenwillow, 1979. Unpaged.
The magic of natural coloration camouflages East African creatures in a visual "game" for preschoolers; meanwhile elementary school aged children can learn the names and topographical regions for dozens of birds, animals, and reptiles. (Ages preschool-8 years)
- Charlip, Remy and others. Handtalk; An ABC of Finger Spelling and Sign Language. Parents Magazine Press, 1974. Unpaged.
The magic of two-way hand communication engages the curiosity and interest of hearing children who also can discover new skills with which to talk with persons who have hearing disabilities. Vigorous and lively in spirit, this popular book is illustrated with color photographs made by George Ancona of a National Theatre of the Deaf actor, Mary Beth Miller. Books explaining hand communication to very young children and inviting their participation are Sesame Street Sign Language Fun (Random House, 1980) and David Adler's Finger Spelling Fun (Watts, 1980). (Ages 5-adult)
- Dowden, Anne Ophelia Todd. This Noble Harvest. Collins, 1979. 80 pp, index.
Carefully-developed colored illustrations and other graphics enliven an identification book on the history, characteristics, and uses (in religion, folklore, etc.) of herbs. A "must" for midsummer magic, medieval or modern! (Ages 10-up)

Florian, Douglas. A Bird Can Fly. Greenwillow, 1980. Unpaged.

The wonders of bird flight, of an ant crawling upside down, of a beaver cutting down a tree with its teeth are simply pictured and told for preschoolers. (Ages 3-8)

Gallant, Roy A. The Constellations; How They Came To Be. Four Winds, 1979. 203 pp.

A look at stars from a different perspective: how they got their names from mythology and legend. Star charts encourage exploration of the night sky. An exhaustive study. (Ages 11-up)

Giblin, James, and Dale Ferguson. The Scarecrow Book. Crown, 1980. 55 pp. index. "The French called it 'the terrifier.' The Zuni Indians named it 'the watcher of the corn sprouts.'" We call it a scarecrow, that figure made in many times and places to magically fool crop-eating creatures. Marvelous photographs illustrate fascinating information told in an interesting manner. (Ages 9-12)

Grillone, Lisa, and Joseph Gennaro. Small Worlds Close Up. Crown, 1978. Unpaged.

A look at everyday objects through a scanning electron microscope. The result is an amazing view of cork, snake skin, feathers, pins and needles, and more. Large black and white photographs invite scrutiny again and again. (Ages 7-up)

Haas, Carolyn and others. Backyard Vacation; Outdoor Fun in Your Own Neighborhood. By Carolyn Haas, Ann Cole and Barbara Naftzger. Illustrated by Roland Rodegast. Little, Brown, 1980. 116 pp. (hardcover and paperback)

Child-tested ideas for crafts, games, cookery, letting off steam, and even backyard camping will help long, hot summer days to be magically filled with activities costing little but energy. (Ages 8-12)

Jaspersohn, William. How the Forest Grew. Greenwillow, 1980. 55 pp.

The natural magic of ecological succession from cleared farm field to dense forest is beautifully illustrated and simply explained. (Ages 8-10)

Jones, Eurfron Gwynne. Television Magic. Marshall Cavendish, 1978. 61 pp. Through the use of many photographs and diagrams, the magical illusions television creates are explored. Shows all aspects of television, including technical effects used in shooting plays and animation. Some experiments to try. A cluttered design flaws a technically correct work. (Ages 8-11)

Lerner, Carol. On the Forest Edge. Morrow, 1978. Unpaged.

Meadow and forest ecology simply explained in drawings and text describe the common field border and road ditch areas commonly taken for granted and reveal underbrush flora and fauna close by but "magically" unseen. (Ages 8-10)

Lobb, Jamie. The Night Sky Book; An Everyday Guide to Every Night. Illustrated by Linda Bennett. Little, Brown, 1977. 127 pp.

Designed to turn readers on to the wonders of the night sky, as well as some ways to use the sun. A treasure chest of projects, games and experiments that take little or no special equipment. One of an excellent series called "Brown Paper School" books, also available in paperback. Also: The Reasons for Seasons by Linda Allison (1975). (Ages 8-12)

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- Marten, Michael and others. Worlds Within Worlds; A Journey Into the Unknown. Holt, Rinehart and Winston, 1977. 208 pp. (paperback)
The "Cosmos" of the interior and exterior worlds through scientific photography, micrography, and electronic vision is seen in a book of photographs which provides a unique "world view" of our bodies, earth geography, and interspace. Winner of the New York Academy of Sciences Children's Science Book Award in 1978. (Ages 10-up)
- Milne, Louis and Margery. Gadabouts and Stick-at-Homes; Wild Animals and Their Habitats. Illustrated by Sarah Landry. Sierra Club/Scribner's, 1980. 116 pp.
Some animals make their own houses (beavers, ants) and others simply find them (bats, tree frogs). How? Commonplace creatures such as frogs and monarch butterflies are among the ten wild things whose behavior and habitation are discussed. (Ages 10-13)
- MacClintock, Dorcas. Horses As I See Them. Pictures by Ugo Mochi. Scribner's 1980. 88 pp.
Shadow pictures abundantly illustrate the history, breeds and uses of an animal which casts a lifelong magic spell for some children. (Ages 9-13)
- Salvadori, Mario. Building; The Fight Against Gravity. Drawings by Saralinda Hocker and Christopher Ragus. A Margaret McElderry Book/Atheneum, 1979. 152 pp.
What makes buildings stand up? An internationally famous architect and structural engineer has developed an activity-centered approach to teaching this magic to youth aged 5-18. A marvelous companion to all the David Macaulay books including his newest Unbuilding (Houghton, c1980) in which the Empire State Building is dismantled! (Ages 5-18)
- Sarnoff, Jane, and Reynold Ruffins. Space; A Fact and Riddle Book. Scribner's, 1978. 32 pp.
A look at our solar system and the "riddles" it holds for scientists put together with funny riddles, puns, and jokes. Glossary of terms included. (Ages 8-10)
- Simon, Seymour. The Long View Into Space. Crown, 1979. Unpaged.
A photographic essay which displays photographs of the universe taken through telescopes. The text is sparse and easy to understand; the photographs are truly wonder-full. (Ages 10-up)
- Simon, Seymour. Mirror Magic. Illustrated by Lisa Campbell Ernst. Lothrop, Lee and Shepard, 1980. 48 pp.
Colored illustrations dominate simple explanations and activities for 5-8 year olds.
- Zaslavsky, Claudia. Count On Your Fingers African Style. Illustrated by Jerry Pinkney. Crowell, 1980. 32 pp.
Finger-counting may appear magical to East African tourists but actually represents a long-time method of communicating price and quantity still used in some regions. (Ages 5-10)
- Zubrowski, Bernie. A Children's Museum Activity Book: Ball-Point Pens. Illustrated by Linda Bourke. Little, Brown, 1979. 64 pp.
This jam-packed book of child-tested suggestions for using simple objects such as pens in simple physics experiments is one of a series which also includes Milk Carton Blocks (1979). (Ages 5-10)

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Zubrowski, Bernie. A Children's Museum Activity Book: Bubbles. Illustrated by Joan Drescher. Little, Brown, 1979. 64 pp.
A how-to book on making soap bubbles: large bubbles, bubble houses, etc. Also suggests ways to observe bubbles, such as studying the refraction of light in them. Should make a popular activity more appreciated and creative. (Ages 7-10)





State of Wisconsin

DEPARTMENT OF PUBLIC INSTRUCTION

Barbara Thompson, Ph.D.
State Superintendent

Dwight M. Stevens, Ph.D.
Deputy State Superintendent

DIVISION FOR LIBRARY SERVICES
W. Lyle Eberhart, Assistant Superintendent
125 S. Webster Street
Madison, Wisconsin 53702

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For further information, contact Helen Kreigh,
Public Library Consultant, Children's and Young
Adult Services, B35, Fourth Floor, GEF 3,
125 South Webster Street, Madison, WI 53702
(608) 266-3856

Coordination of a statewide summer library program has been a responsibility, since 1976, of the DLS/DPI Public Library Consultant for Children's and Young Adult Services in the Division for Library Services, one of five units of the Wisconsin Department of Public Instruction.

Production, sale, and distribution of low-cost materials for carrying out the program are handled by the Publications Office in the Department's Division for Management, Planning, and Federal Programs.

However, choice of an annual theme and the content of a Manual of activities and resource materials--not to mention carrying out the program with panache--have been the indispensable contribution of talented children's librarians throughout the State.

The attached comparative statistics regarding sale of materials comprise one indicator of the Program's success. In 1980, for instance, a total of 81,400 reading record folders were purchased, so that, presumably, over 80,000 children could list in some Wisconsin library at least one book read, viewed or listened to in the course of the program; some individuals recorded more than 200.

But that's a measure of quantity only. What about the quality of library programs and materials offered to children of Wisconsin? And how useful are state-

wide coordination and availability of materials to librarians--especially those who serve children in the two-thirds of Wisconsin's public libraries located in communities of 4,000 population or less.

The following information and comments were excerpted from evaluation reports received from local librarians (by the middle of August) regarding the 1980 Summer Library Program, based on the theme, ALL CREATURES GREAT AND SMALL. An evaluation form is provided at the end of the Manual; no pressure is exerted to elicit response. The figure in parentheses after each library's name indicates the population of its location. The reporting librarian's name appears at the end of each quotation.

Colby Public Library (1,178):

"Balloons were well liked by youngsters and useful as decorations in library and for projects as well... The Wisconsin Summer Library Program Manual was quite useful in stimulating my ideas and projects for this summer as well as a valuable reference for future story hours and programs throughout the year." Vlasta Blaha Blaski

Cudahy Public Library (22,078):

"The children enjoyed a visit by a blind woman and her bulldog seeing-eye dog... The Dancecircus, a modern dance sampler, was another superb performance enjoyed by many children and their parents... This year's theme was very easy to implement! Thank you for all the suggestions in the Manual." Helen Hachmeister

Alice Baker Public Library, Eagle (745):

"70-80 children attended each bi-weekly program. We felt for our population the programs were well-attended. Circulation, even at other hours, was greatly increased, and the programs brought new adults to the library... The children enjoyed the balloons; they like to take something home." Betty Isleb

Elmwood Public Library (737):

"Really enjoyed the theme and art work this year--very appealing to children and to the young at heart. EXCELLENT manual as well--many good ideas." Joanne Baier

Hales Corners Library (7,771):

"728 books were recorded in the folders. An oral book report was given for most ... We made a 'Creature Quilt.' Creatures, real or imaginary, were drawn on fabric with crayon. These were ironed to set the crayon and then made into a quilt. Each child recommended a favorite book. It was displayed with a blue ribbon indicating who had recommended it." Mariel Kubiak and Mary Ann Blahnik

La Crosse County Library:

"We invited Smokey the Bear to our special event on Thursday, June 10, 1980. He was a real treat!" Ruth A. Scholze

Marion Public Library (1,218):

"For the first time in about eight years I handled the summer program alone, with only a couple of girls for helpers. (Money needed for books instead of salary.) The material in the Manual was so terrific I really wanted to 'DO IT MYSELF!' I just can't say enough about how much help and how many practical suggestions that manual gave me. I know lots of people worked hard to put it together. PLEASE, tell them it surely was worth it and THANKS!" Esther West

Marshall Community Library (1,043):

"In the fifth week, the Dane County Humane Society showed a film and brought a chinchilla rabbit and two guinea pigs for the children to see and pet." Pearl Johnson

Platteville Public Library (9,599):

"We would be interested in participating in the planning session for next summer." Barbara Huntington and Sharon Charles

Tripp Memorial Library, Prairie du Sac (1,902):

"Buttons were used with ribbons to pin awards on each child's stuffed animal pet... Local boy who raises lambs brought one to the library, and an artist was here to help the children draw a lamb... A local veterinarian talked about pet care and brought ducklings, kittens and bunnies for the children to hold... Wooden animals made by local woodcarver were given each child, and pig cookies were the treat." Joann Glynn

Preston (Minnesota) Public Library

"Mayor spoke to group (human creatures) on Civil Defense sirens... Culminating party included awards, treats, and a talk by a farmer who raises buffalo and a few other exotic animals." Mrs. N. O. Morse

Rhineland Public Library (8,218):

"FIRST EVER RHINELANDER PUBLIC LIBRARY WORM RACE--30 registered participants, plus probably another 100 or so spectators... We had a delightful summer!! The materials were stellar... I loved the versatility of the theme... Please, please continue to offer the Read-to-Me Club folders next year! Response in our library was fantastic. My only suggestion is that they be designed to be a bit different from the older children's folders. Perhaps a different color? We found it hard to keep the two sorted out in our file boxes." Kris Adams Wendt

Ripon Public Library (7,053):

"I used middle grade students working 2 hours per week to sign up children and listen to book reports... I did try the idea listed in the manual about having a program during a lunch hour. I had 5-10 children in the junior high grades come one day a week and showed a 30-minute movie. They brought their lunch, and we talked about the movie and books related to the film topic. I really enjoyed this part of the reading program, but the interest was not there." Donna L. Lind

Rochester Public Library (436):

"At open house we showed 'The Making of Star Wars.' 46 attended--our library is so small we had to show it in our fire house." Genevieve Reesman

Joseph Mann Library, Two Rivers (13,732):

"The library also sponsored a special program open to the public--children and adults--in our nearby Community House. This was an appearance of a live wolf, Cheyenne, and a speaker from the Protective Association of World Species (PAWS)." Edna I, Harding

Waterford Public Library (1,922):

"This summer has proved to be the most outstanding program theme for all of the libraries involved. We were all expecting less reading since all competition was discontinued. The response was quite the contrary. Reading increased immensely. I can't say that special programs were any more enticing than in other years; yet young people's circulation increased. I'M PROUD." Gail Pachucki

White Lake School (309):

"I liked the theme. Children love animals. There were many ways to apply animals to projects and games." Marilyn Oatman

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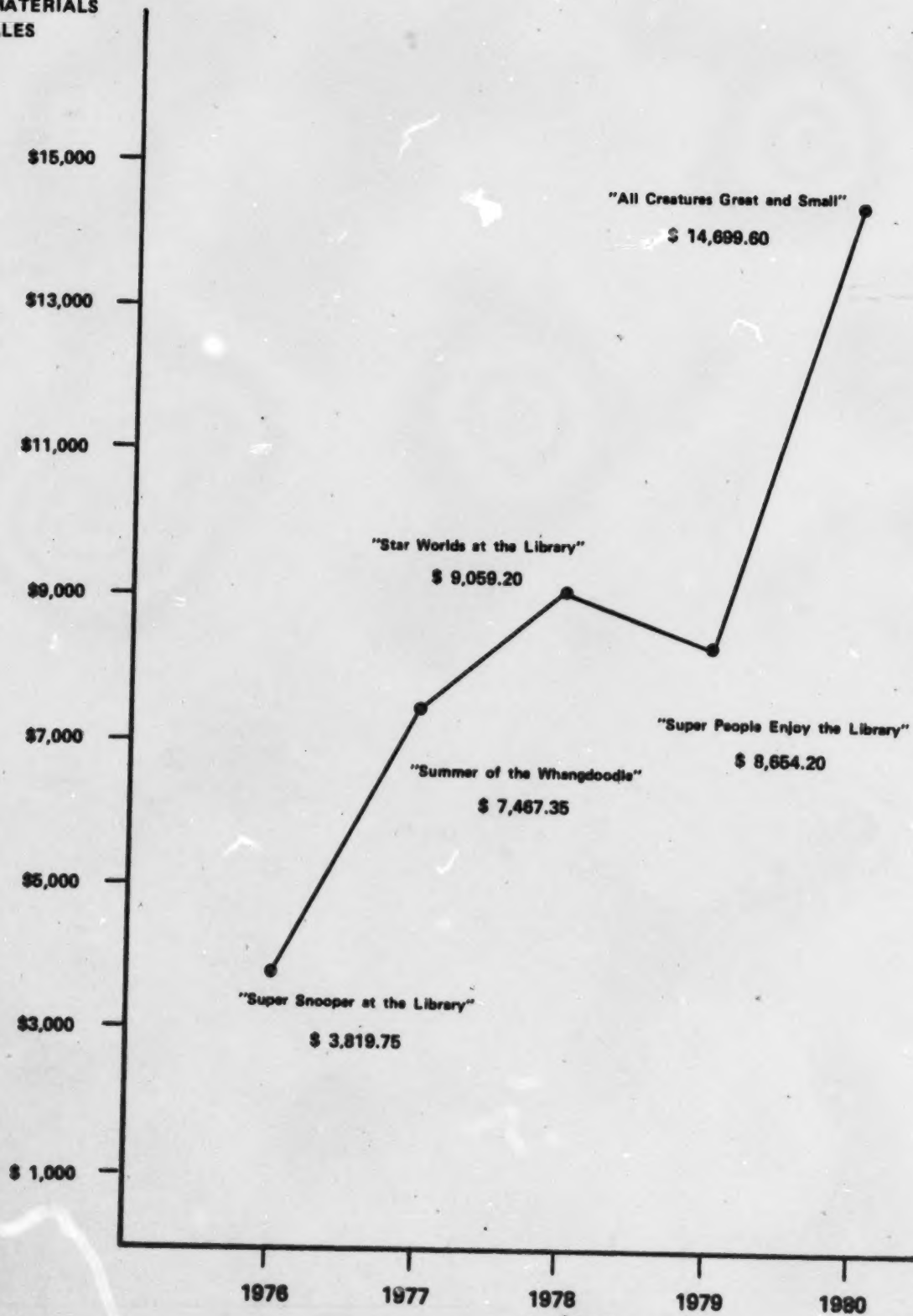
cc: W. Lyle Eberhart
Sally Drew



COMPARATIVE WISCONSIN SUMMER LIBRARY PROGRAM
MATERIALS PURCHASE STATISTICS 1976-1980

-130-

TOTAL MATERIALS
SALES



COMPARATIVE WISCONSIN SUMMER LIBRARY PROGRAM MATERIALS PURCHASE STATISTICS--1976 - 1980

By Agency Category:	1976: "Super Snooper"	1977: "Whangdoodle"	1978: "Star Worlds"	1979: "Superpeople"	1980: "All Creatures"
Public Libraries in Systems	\$ 2,393.80	\$ 5,584.05	\$ 6,217.65	\$ 6,894.05	\$ 11,123.95
Public Libraries not in Systems	\$ 874.40	\$ 1,323.15	\$ 1,505.90	\$ 666.60	\$ 738.40
School Libraries	\$ 328.50	\$ 147.30	\$ 1,196.55	\$ 881.60	\$ 917.65
Individuals in Wisconsin	\$ -0-	\$ 55.00	\$ 88.40	\$ 165.35	\$ 254.30
Out-of-State	\$ 223.05	\$ 357.85	\$ 50.70	\$ 46.60	\$ 1,665.25
Total Orders of Reading Record Folders*	\$27,175.00	\$50,400.00	\$57,800.00	\$39,950.00	\$ 66,150.00 \$ 15,250.00 (Read to Me Record Folders) \$ 81,400.00

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*One index of statewide participation by children

1981 WISCONSIN SUMMER LIBRARY PROGRAM EVALUATION FORM

THEME: "MERLIN'S MIDSUMMER MAGIC"

Name of Library: _____

Address: _____

Name of reporting librarian: _____

Statistics:

Inclusive dates of program: From _____ to _____

Number of children who read at least one book: _____

Other meaningful data: _____

Publicity:

How were bookmarks used? _____

Buttons? _____

Posters? _____

ID Cards? _____

Achievement Certificates? _____

What was the extent of local TV and radio promotion?
(Please attach clippings, scripts, news releases, photos, etc.)

Program:

Please describe special events, activities, projects and give attendance for each. Flyers, favors, and other illustrative materials will be appreciated and put to good use in the Summer Library Program packet of the DLS Living Library Exchange.

Other Comments:

When completed please return this form at your earliest convenience to:

Mrs. Helen Kreigh, DPI/DLS Public Library Consultant
Children's and Young Adult Services
4th Fl., GEF 3, 125 S. Webster St.
Madison, WI 53702 (608) 266-3856